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CHARTING
THE GALAXY

The Guide to the STAR TREK Galaxy

FILE 3

CARD 6G

DELTA QUADRANT



CHARTING
THE GALAXY

UNNAMED MOON

CLASS-M MOON

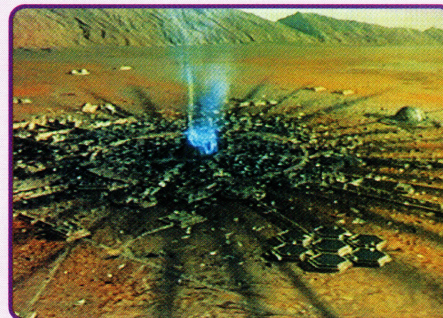
The **Omega Directive**, a series of standing orders that **Starfleet Command** have secretly programmed into the main computer of **U.S.S. Voyager NCC-74656**, immediately takes the vessel out of warp when evidence of dangerous and powerful **Omega Molecules** is detected within a distance of 10 light years. The *Voyager* crew has some difficulty in detecting the source of the molecules, but eventually they manage to track them to a nearby planetary system which has a pre-warp civilization on its outermost planet.

Subspace has been severely disrupted in this area, and continued scanning reveals the

exact location of the molecule's source to be a decimated laboratory complex on an **Class-M** moon currently undergoing a **subneutronic reaction** in its upper atmosphere.

Over 300000 square kilometers of the moon have been destroyed by the Omega Molecules, although the extensive shielding erected around some of the laboratory areas enables a *Voyager* away team to come to the aid of the only two people who have survived scientist **Allos's** failed experiment.

FIRST VISITED: STARDATE 51781
STARSHIP LOG: 'THE OMEGA DIRECTIVE'



In 2374, a failed Omega Molecule experiment obliterates a laboratory complex on a Delta Quadrant moon.

VASHAN/KYRIAN HOMEWORLD

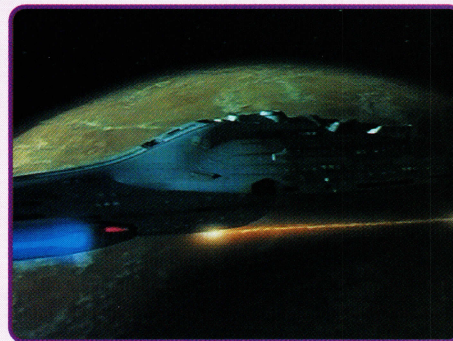
CLASS-M PLANET

When the **U.S.S. Voyager NCC-74656** crew conduct trade negotiations with the **Vaskans** in orbit around the **Class-M** homeworld they share with the **Kyrians**, the **Federation** starship is attacked by Kyrian ships and boarded by **Tedran**, their leader. He is later killed by the Vaskan **Ambassador Daleth** just as **Captain Kathryn Janeway** attempts to free two hostages, triggering off a full-scale war between the two races. During

the conflict which comes to be known as the 'Great War,' a number of artifacts from *Voyager* are distributed around the Kyrian homeworld, including the **EMH's** backup storage unit, which is activated 700 years later in a Kyrian museum devoted to the dreadful actions of the '*Warship Voyager*.' The EMH eventually puts the historical record straight, leading to a lasting peace between the races.

FIRST VISITED: UNRECORDED
STARSHIP LOG: 'LIVING WITNESS'

The U.S.S. VOYAGER NCC-74656 comes under attack while its crew conduct trade negotiations in orbit of the homeworld shared by the Vaskans and Kyrians.



UNNAMED PLANET

CLASS-Y PLANET

By **Stardate 51386**, the **U.S.S. Voyager's** deuterium supply is nearly exhausted. The vessel has to run in power conservation 'gray mode' until a rich source of deuterium is finally detected on a **Class-Y** planet 0.4 light years away. **Class-Y** or **Demon-class** planets are the most inhospitable known to humanoids, having a toxic atmosphere filled with thermonuclear radiation, surface temperatures in excess of 500 degrees Kelvin, and extremely dangerous planetary gases. Even orbiting such a planet is highly dangerous, but the desperate situation leads to **Ensign Harry Kim** and **Lt. Tom Paris** taking an adapted shuttle down to the fiery, hostile

surface and mining the deuterium themselves in spite of the risks.

Unknown to the crew, the planet is home to a mimetic life form. It exists at a temperature of 12 degrees, consists of deuterium, hydrogen sulfate, dichromates, and protein molecules, and is able to duplicate both Tom and Harry. The life form gains sentience through this process, and goes on to make copies of the crew, and *Voyager* itself, when the vessel makes a hazardous landing to rescue the stranded crew members.

FIRST VISITED: UNRECORDED
STARSHIP LOG: 'DEMON'



Demon-class planets are notorious for their high surface temperatures and dangerous atmospheric gases.



CHARTING
THE GALAXY

The Guide to the STAR TREK Galaxy

FILE 3

CARD 6G

DELTA QUADRANT

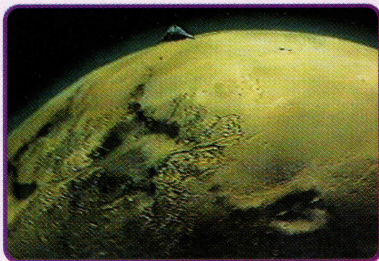


CHARTING
THE GALAXY

UNNAMED PLANET

CLASS-M PLANET

The **Delta Flyer** is badly damaged during an **ion storm**, forcing passengers **Lt. Tom Paris**, **Lt. Commander Tuvok**, and **Ensign Samantha Wildman** to find a suitable landing site. A planetary system 0.6 light years away from their position includes a planetoid with a **Class-M** atmosphere, nickel ion core, and **bemonite** mantle, which leads to the **Delta Flyer** not only entering a large meteorite crater 500 kilometers wide by 37 kilometers deep, but ploughing into an existing underground cavern system and coming to rest three kilometers underground. Surrounded by thorine gas inside the 37-kilometer cavern system, the crew are unable to leave the **Delta Flyer**. They are eventually rescued by away teams from the **U.S.S. Voyager NCC-74656**, who use **phasers** to cut into their colleagues' position.



Ion storm damage forces the crew of the DELTA FLYER to make a crashlanding on a Delta Quadrant planetoid.

FIRST VISITED: UNRECORDED

STARSHIP LOG: 'ONCE UPON A TIME'

'GRAVITY' PLANET

CLASS-D PLANET

Commander Tuvok's and **Ensign Tom Paris's** shuttle is caught in a powerful **gravimetric shear**, which forces them to crashland on a **Class-D** planet, characterized by its desert-like hostile conditions. There is little vegetation, the surface is rocky and barren, and water is difficult to come by. Indigenous life forms, such as giant spiders which live under the rocks, offer one of the few food sources, and while the atmosphere is breathable, the effects of the sun are dangerous and require as much of the body to be covered as possible. The planet is part of an entire solar system that is stuck in a pocket of **subspace**, with communications reflected back by the **distortion field** generated by the gravity well. This gravity well also creates a significant **time-dilation effect** – weeks on the planet pass as hours in normal space. The use of an extremely narrow **transporter** beam, directed through a **multispatial probe**, eventually rescues the two men from their predicament. Moments later, the gravity well totally collapses, leaving the many life forms still stuck on the planetoid with little hope of a similar rescue.

FIRST VISITED: STARDATE 52438 STARSHIP LOG: 'GRAVITY'

In 2375, Tuvok and Tom Paris find themselves stranded on a Class-D Delta Quadrant planet that is trapped in a subspace pocket. Tuvok befriends a woman named Noss during his sojourn on this barren world.



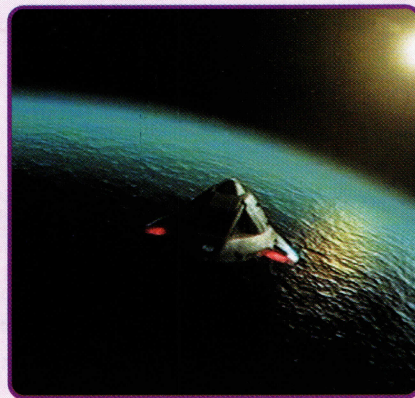
MONAAN HOMEWORLD

CLASS-M PLANET

Detecting the constituents of a **Class-M** planet, the crew of the **U.S.S. Voyager NCC-74656** are amazed to discover an ocean in space, held by a containment field. Three submarine-type vessels unsuccessfully attack the **Starfleet** ship, and **Captain Janeway** learns from the Prefect representing the **Monean Maritime Sovereignty** just how protective the race are of their seagoing lives. Deciding to help them investigate the diminishing containment field, **Lt. Tom Paris** adapts the **Delta Flyer** for underwater use, and along with **Chief Oceanographer Riga** discovers a malfunctioning alien generator 600 kilometers deep, which they repair after surviving attack from an electrical creature. The damage is being caused by the Moneans' refineries and agricultural production, and will eventually destroy their environment, but the Prefect chooses to ignore the warnings, prompting Paris to attempt to destroy their oxygen plant. He is prevented from doing so by Janeway, who reduces him in rank to ensign and confines him to the brig for his actions in violation of the **Prime Directive**.

FIRST VISITED: UNRECORDED
STARSHIP LOG: 'THIRTY DAYS'

Lt. Tom Paris visits the underwater Monean homeworld in the DELTA FLYER. This amazing aquatic planet is on the brink of ecological collapse until Paris intervenes.



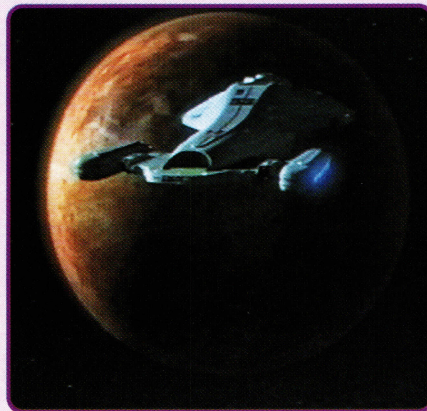
UNNAMED PLANET

CLASS-M PLANET

The **U.S.S. Voyager NCC-74656** crew detect an automated distress call 0.73 light years from their position; an away team, led by **Ensign Harry Kim**, discover a sentient missile buried in the rockface of this arid **Class-M** planet. Further analysis of the planet reveals a 200-kilometer impact crater in the northern hemisphere, with heavy concentrations of radiogenic decay in the crater walls, indicating that the warhead's partner device had successfully self-destructed on the planet after its mission to attack its target at **Selenia Prime** had been aborted.

FIRST VISITED: UNRECORDED
STARSHIP LOG: 'WARHEAD'

The EMH and Ensign Harry Kim respond to a distress call emanating from an unnamed Class-M Delta Quadrant planet. They retrieve a sentient warhead and bring it onto the U.S.S. VOYAGER.





THE UNITED FEDERATION
OF PLANETS

The Guide to the STAR TREK Galaxy

FILE 7

CARD 5



THE UNITED FEDERATION
OF PLANETS

THE WORLDS OF THE FEDERATION

The United Federation of Planets is home to a diverse collection of sentient races, each of which flourishes and prospers under the benevolent care of this vast interstellar alliance.

The United Federation of Planets, as a democratic alliance of systems in the Alpha Quadrant, is home to billions of citizens from thousands of races spread across its length and breadth. Spanning an area of the Galaxy covering 8000 cubic light years, with more than 150 member worlds, the Federation, first established in 2161, has developed from an abstract ideal into a major Galactic power.

Coming together

The strength of the UFP as an interplanetary coalition is not just in the power of its **Starfleet**, but in the incredible diversity of its citizens and the variety of alien cultures and

civilizations that make it up.

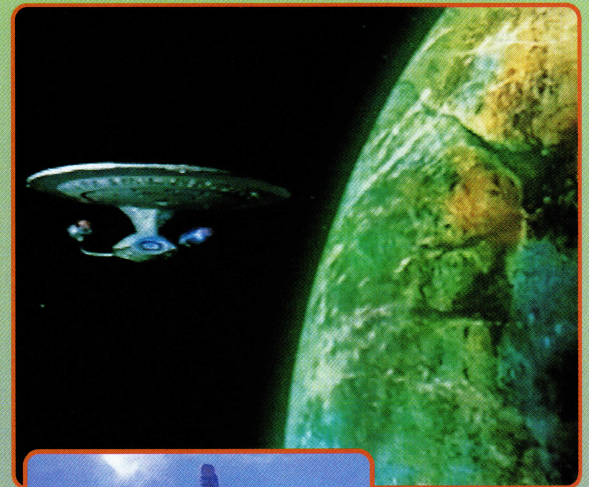
The first races to come together to form the Federation are the peoples of the planets Earth, **Vulcan**, Alpha Centauri, **Tellar**, and **Andor**, creating it largely as a governmental body for mutual defense, exploration, scientific, trade, and cultural matters in the wake of the war with the **Romulan Star Empire** in the 22nd century. As the decades pass, other noted races, such as the **Betazoids**, **Trill**, **Benzites**, **Deltans**, **Grazerites**, and **Bolians**, have all come under the UFP's aegis.

The worlds scattered throughout the Federation fall primarily into two categories: member worlds, including Earth, **Betazed**, **Coridan**, and **Bolarus IX**, and their colony planets,

such as **Caldos**, Mars, or **Deneva**. The latter are often inhabited by Federation citizens intent on establishing new settlements and communities.

Sovereign worlds

Many independent worlds within the borders of the Federation prefer to keep sovereign control of their planets, such as **Altec** and **Streleb**, who form the **Coalition of Madena**, and **Bynaus**, home to the technologically sophisticated **Bynars**. Other worlds have yet to develop interstellar travel (**Malcor III**, **Omega IV**, and **Mintaka III**), and there are also associate or probationary members of the Federation, such as **Bajor** and **Angosia III**.



Some Federation colonies, such as the one on the planet **Caldos**, use a weather control matrix to control and adjust the global climate.

As with many Federation worlds, **Trill** mixes striking architecture with beautiful countryside.

The member worlds of the Federation are numerous and widespread, with primarily humanoid populations. Earth, in the Sol system, Sector 001,

holds the central seat of power for the United Federation of Planets on its North American continent, in the city of San Francisco. This population center is also the location for **Starfleet Command**, and the fleet's main training facility, **Starfleet Academy**. The Sol system is also home to a number of Earth's original colonies on its moon and the neighboring planet, Mars.

Closest to Sol is Alpha Centauri, some 4.3 light years away, populated by humans near-identical to Terran humans. The desert

MANY FACES, ONE VOICE



Andorians are noted for the blue color of their skin, and the raised antennae that protrude from the top of their heads.

Vulcans are regarded as being among the greatest minds of the Federation.



Many aliens throughout the Federation have skin shaded in tones of blue, such as the Bolians.



The Bynars may be short in stature, but they are incredibly intelligent and proficient at upgrading technological systems.



Deltans are almost human in appearance save for their bald heads, and are renowned for their high sex drive. Deltans who join Starfleet take an oath of celibacy.



The Tellarites are a distinctive humanoid species, and are known to possess strong emotions and short tempers.

▼ *The Trill come to form an important part of the Federation in the 24th century. The wisdom and knowledge of the joined symbiont and humanoid life forms is highly regarded throughout the many worlds of the UFP.*



The Guide to the STAR TREK Galaxy

FILE 7

CARD 5



THE WORLDS OF THE FEDERATION

THE UNITED FEDERATION OF PLANETS



world Vulcan, whose people made **first contact** with Earth's populace in 2063, is another founder member of the Federation. **Vulcans** resemble humans apart from their pointed ears and arched eyebrows, and their scientific acumen and doctrine of logic over emotion have made them the intellectual backbone of the UFP.

The natives of Tellar are short and porcine in appearance, with a well-deserved reputation for single-mindedness and engineering expertise, while the blue-skinned people of Andor are known for their warrior culture and passionate nature.

Later additions to the Federation fold have also become important

contributors to Galactic affairs. The symbiotic Trill species, whose homeworld is famous for the liquid-filled caves that breed the slug-like symbionts that bond with humanoid hosts, have produced many artists and scientists of great renown. Similarly, the telepathic Betazoid people are known for their gentle nature and skill in diplomacy, as are the sensual Deltans of **Delta IV**, a race of bald-headed humanoids. The natives of Bolarus IX and **Benzar**, both blue-skinned humanoids, have also added greatly to the cultural and intellectual diversity of the Federation, and their homeworlds are noted tourist attractions.

Mixed cultures

Home planets are usually populated almost exclusively by their native inhabitants, while

Federation colony worlds are often a mélange of races and cultures living and working side by side. These colonies perform a number of different functions within the structure of the United Federation of Planets, from industrial to recreational. Some, such as the farming colony of **Gault** and the mining stations on **Janus VI**, **Delta Vega**, and **Dytallix B**, provide much-needed material and supplies to Federation worlds, while others are established by those seeking a new way of life, or a chance to pursue an alternative culture. Planets such as the **New Paris Colonies**, **Deneva**, **Kessik IV**, the **Norpin Colony**, and **Cestus III** are frontier worlds, each developing their own unique identities, while the **Parallax Colony** on **Shiralea VI** and the

GALAXY FACTS

▶ **Captain Kirk's brother George Samuel lived at the colony on Deneva, along with his wife Aurelan and son Peter, until the outpost was devastated by neural parasites in 2267.**

▶ **The colony on Cestus III recovers from the Gorn attack of 2267, and by the 2370's it features its own baseball league, comprised of six different teams.**

pleasure planet **Risa** are examples of worlds dedicated to their own unique forms of self-expression.

Other colony worlds also perform specific functions, such as acting as centers for research science. The **Memory Alpha** planetoid houses the Federation's main computer databases and library; **Elba II** is home to a penal colony for the criminally insane; and **Golor IV** features an annex facility of the noted **Daystrom Institute**. Not all Federation colonies are such success stories, however; the lawless wasteland of **Turkana IV** is an example of a failed attempt to establish a colony, one that remains an object lesson to all Federation citizens.

Diverse strengths

Overall, the worlds within the borders of the United Federation of Planets present a huge variety of life, both in the literal and figurative senses. The vast, Galaxy-spanning divergence of ideas, cultures, and creeds does not, as some other races might consider, weaken the Federation, but rather strengthens it by creating unity from variety. For its citizens, spread out over hundreds of habitable worlds, the Federation is as much a way of life as it is an interstellar government; it is the differences between these worlds that make the alliance stronger.

SUCCESSSES AND FAILURES

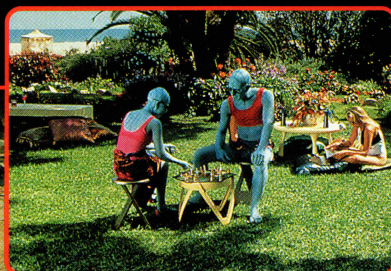
Federation colony worlds

Despite the resources available to the Federation, the future of a new colony is never assured. The majority of colonies do succeed and go on to enjoy prosperous futures, but there are still a number of failures, whether through political conflict, or as a result of a devastating enemy attack.

Turkana IV can be counted as one of the few failed Federation colonies. In this instance, the government collapsed, and in the power struggle that followed the main city was destroyed. As the population moved underground, two leading factions, the Alliance and the Coalition, wrestled for control of the planet. The colony had broken off all links with the Federation in 2352.



▶ **The Federation mining station on Janus IV is a successful operation until the discovery of the Horta in 2266. Eventually the human miners and the Horta agree to live in peaceful cooperation.**



▶ **Risa is dedicated to ensuring that its visitors and inhabitants are as relaxed and entertained as possible.**

▶ **The colony on Turkana IV is generally thought to be one of the Federation's greatest failures.**



▶ **The Federation colony on the planet Cestus III succumbs to the might of a Gorn attack in 2267. The Gorn consider the planet to be within their borders, and leave only a single survivor.**





The Guide to the STAR TREK Galaxy

FILE 18 CARD 1



OTHER GROUPS AND RACES

The exploration of the Galaxy has revealed it to be teeming with a multitude of diverse life forms. Many of these prove to be benevolent, and eager to join the Galactic community. There are, however, those who wish to conquer and destroy the civilizations that surround them.

For many years, observers and astronomers of the 20th century considered the possibility that the universe around them might be totally barren of intelligent life, that the growth of sentience was an occurrence not replicated elsewhere in the Galaxy. Following the historic first contact with the Vulcans in 2063, however, humans soon learned that the stars beyond their home system teem with life of all kinds.

Infinite diversity

Across the Milky Way Galaxy, the Alpha, Beta, Gamma, and Delta quadrants each support wide varieties of intelligent and non-sentient life forms,

from the Akritiri to the Zylo, and countless civilizations and racial groups. While many of the larger Galactic powers are well known across the quadrants, such as the Federation, Klingon, Borg, Ferengi or Dominion, there are thousands of other species that flourish in their own corners of the universe. In the Alpha Quadrant, the United Federation of Planets has made contact with many different alien races since its creation in 2161. Often these new discoveries become members of the UFP, or in the case of those yet to develop interstellar travel, protectorates under Starfleet's watchful eye. The Betazoids, Kriosians, and Medusans are examples of the former,

while the native people of Miramanee's planet, Barkon IV, and Boraal II are typical of the latter. Hostile races also abound, such as the Breen and the Talarions.

Distant quadrant

Beyond the terminus of the Bajoran wormhole lie the star systems of the Gamma Quadrant; while some of this region of space falls under the control of the Dominion, there are also many independent races that make their homes there, such as the Skrreea, the game-loving Wadi, and the Karemma. The natives of the Beta Quadrant are less well documented by the Federation; that sector of the Galaxy is primarily the territory of the Klingon



◀ Betazoids, such as Ambassador Lwaxana Troi and her daughter Deanna, are one of the many races who belong to the United Federation of Planets.

▶ Groups who have yet to develop interstellar travel, such as the native people of Miramanee's planet, may become part of a Federation protectorate, watched over by the forces of Starfleet.



Empire and the Romulan Star Empire, both races who guard their knowledge closely.

The most distant quadrant from the Federation's sphere of influence is the Delta Quadrant, at first known only as the home of the Borg collective. In 2371, however, the Federation starship U.S.S. Voyager NCC-74656 is drawn into the Delta Quadrant by an



▲ The Boraalans face extinction when their world suffers atmospheric dissipation in 2370.

HUMANOID LINK

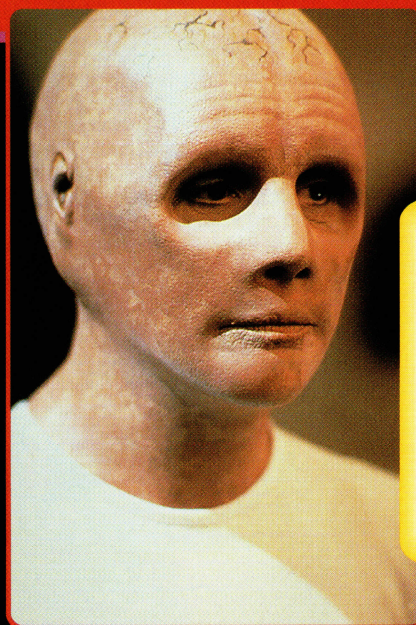
The seeds of life

The Galaxy's groups and races may be distinguished by differences of culture and politics, but many of them share a common genetic ancestry. The humanoid body form of head, torso, two legs and arms is repeated, with only minor variations, throughout the four quadrants, the result of a single humanoid race seeding numerous Class-M planets with their own DNA over four billion years ago.

▼ A team of human, Klingon, Vulcan, Cardassian, and Romulan personnel learn that they are all linked by their common ancestry.



▶ In 2369, it is confirmed that all humanoid life in the Galaxy shares a common DNA bond, the result of the first humanoid species seeding various worlds over four billion years ago.



OTHER CARDS IN THIS FILE...

- 1A PET SPECIES
- 1B NONCORPOREAL BEINGS
- 2 THE MAQUIS
- 3 THE BETAZOIDS
- 5 THE OCAMPA
- 6 THE KAZON
- 7 THE VIDIIANS
- 8 TRIBBLES

GALAXY FACTS

- Many civilizations use the marriage of two people to bring their worlds together. Examples include the marriage of Elaan, the Dohlman of Elas, to the leader of the planet Troyius, as well as the relationship between Kamala of Krios and Valt Minor's Chancellor Altrik.
- Some species, such as the Voth, do not live on planets, but instead inhabit immense ships.

alien being known as the **Caretaker**, and soon after begins the 70000-light-year journey back to the Alpha Quadrant. Initially thought to be lost with all hands, *Voyager's* crew get in touch with **Starfleet Command** in 2374 via an alien communications array, and transmit their logs.

Friends and foes

Intermittent contact with *Voyager* over the following years has revealed yet more life and rich diversity across the Delta Quadrant. As well as the Borg presence, the Delta Quadrant is home to many cultures and interstellar nation states, some hostile and some friendly.

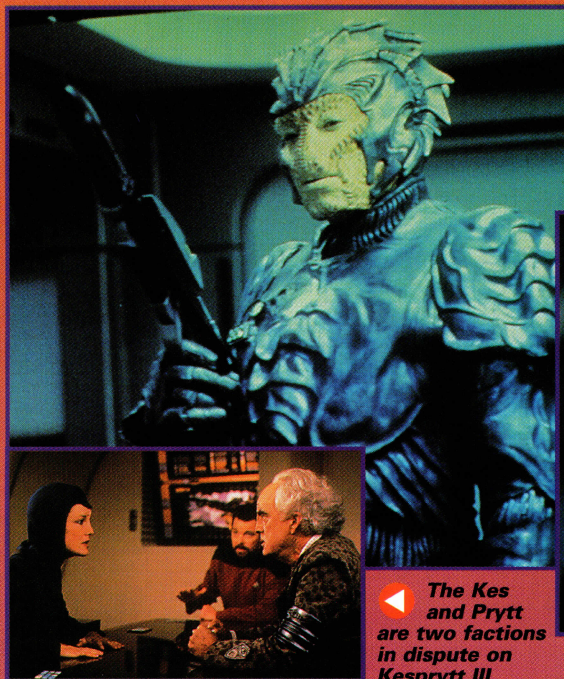


The Guide to the STAR TREK Galaxy

FILE 18 CARD 1



OTHER GROUPS AND RACES



The Kes and Prytt are two factions in dispute on Kesprytt III.

Voyager has encountered such races as the **Hirogen** hunters, the disease-ridden **Vidiians** and the militaristic **Krenim Imperium**, as well as the **Talaxian** and **Ocampan** races, and other, more cordial beings, including the **Mikhal Travelers** and the **Nezu**.

As well as civilizations and individual races, the peoples of the Galaxy also bond together into groups and alliances of mutual

protection and purpose. Some seek a peaceful solution to their concerns, while others embrace more dangerous means. Within the Alpha Quadrant, the **Maquis** are a disaffected band of rebels drawn from many Federation cultures, who have banded together to form an armed resistance movement. Named after a group with similar aims in Earth's 20th century, the Maquis protest

The **Hirogen** are nomadic hunters who live solely for the thrill of the hunt. Their impressive physical stature and distinctive armor make them easily identifiable.



The **Maquis** is made up of former Federation nationals such as **Macias**, who takes up arms against the **Cardassians** when he is placed under their jurisdiction.

hope of conclusion.

In the Alpha Quadrant there is conflict between such worlds as **Eminiar VII** and **Vendikar**, **Ekos** and **Zeon**, and the **T'Lani** and the **Kellerun** peoples, while the Gamma Quadrant's **Ennis** and **Nol-Ennis** are locked in perpetual conflict.

Similar beings

Perhaps most surprising is the proliferation of humanoid forms across the billions of light years around the Galactic disc; although only fragmentary proof remains, it is believed that the development of the humanoid races of the Galaxy was influenced by a nameless species who seeded genetic material on many worlds over four billion years ago.

In the largest sense, the groups and races of the Galaxy are by definition a most diverse and challenging collection of beings and cultures; some may greet outsiders with warm welcomes, while others will attack without mercy. As such, the Galaxy shows its true nature through the beings that inhabit it; it is a place of great wonder and spectacle, of new life and new civilizations, but it is also a dangerous place and not, as one of its omnipotent residents once said, for the timid.

against the actions of the **Cardassian Union** with a series of guerrilla attacks. Another group of freedom-fighters is the **Ansata** of **Rutia IV**. The **Mokra Order**, a more powerful Delta Quadrant military force with a fascist bent, hold sway over a planetary population with a harsh dictatorship. The Delta Quadrant is also home to the piratical **Etanian Order**, but also to peaceful peoples such as the **Sikarians** and the secretive **Sakari**.

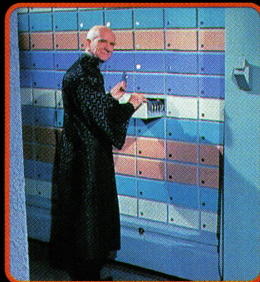
Some neighboring cultures, however, have less than amicable relations; in particular, the Delta Quadrant, which appears to generally lack the larger Galactic nations of the Alpha and Beta quadrants, has many warring states.

Once a subject race, the fragmented **Kazon** people fight each other for territory, as well as taking revenge on their former masters, the **Trabe**. The mechanoid **Pralor** and **Cravic** continue to fight a stalemated war after decades of pointless attrition, while the **Baneans** and the **Numiri**, the **Vori** and the **Kradin**, and the **Taresians** and **Nasari** also continue protracted conflicts with no apparent

FACING EXTINCTION

Surviving against the odds

Many Galactic races thrive under the most adverse conditions, while others are brought to the point of extinction by political incompetence, ecological accident, or outside agitation. Certain groups have, against all the odds, lived through testing times. The **Sarpeidons**, for example, use a time portal called the **Atavachron** to journey into their planet's past when their sun goes nova in 2269. Even more incredible is the resurgence of **tribbles**. In the 23rd century, this species is deemed a mortal enemy of the **Klingon Empire**, and hundreds of warriors are sent to eradicate them. A trip back to the 23rd century by the **U.S.S. Defiant NX-74205** accidentally rejuvenates the **tribbles**, as they are transported into the 24th century aboard the Federation starship.



Mr **Atoz** operates the **Atavachron**, a device which sends the inhabitants of **Sarpeidon** into their world's past.

The **Tribbles** are deemed enemies of the **Klingon Empire**, and are hunted to extinction.





STARFLEET ACADEMY

COMBAT TACTICS

STARFLEET COMBAT TACTICS

Even an organization as benevolent and peaceful as the **United Federation of Planets** still needs to prepare its forces for the possibility of combat.

Starfleet's credo is one of exploration, peaceful coexistence, and diplomacy, evidenced in the overriding authority of the **Prime Directive**, and the absolute belief in military force as the last resort. Unlike the **Klingons** and **Jem'Hadar**, who believe in combat more strongly than anything else, Starfleet will always attempt to avoid direct confrontation with a potential adversary. There have, however, been many times when conflict with an aggressive force has been unavoidable. One of the earliest examples of interstellar war is the Federation's battles with the **Romulan Star Empire**, which only finish with the formation of the **Neutral Zone** in 2160. Earth forces manage to prevent a Romulan incursion, and many valuable tactical lessons are learned during the bloody conflict.

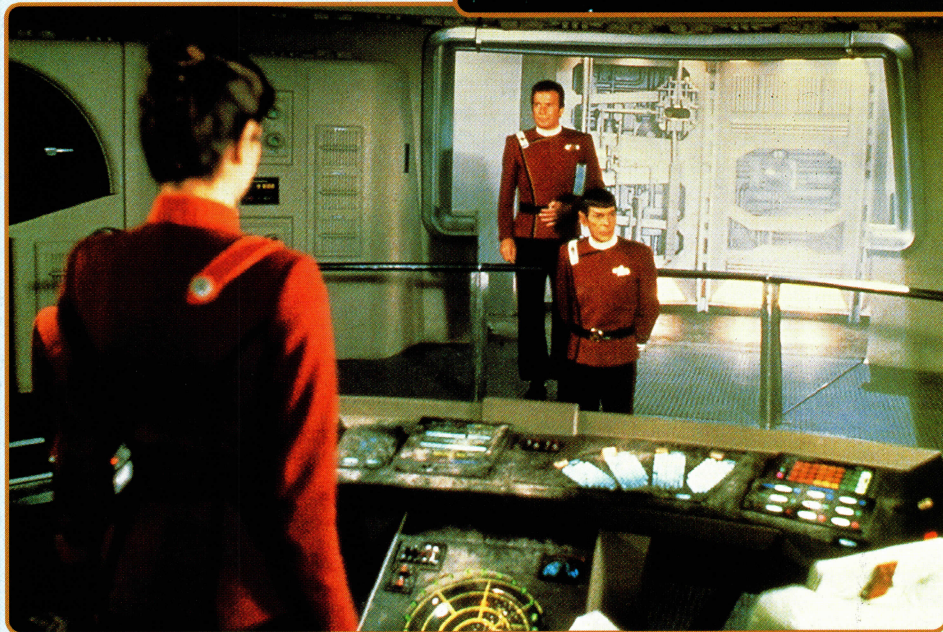
Defensive preparation

Starfleet Command coordinates all aspects of Starfleet operations. The majority of these are benign, although a great deal of time and effort is put into the development of new weapons, combat tactics, and defensive scenarios, in order to give vessels and their crews the best possible protection during battle. All crew members undertake some form of physical training within **Starfleet Academy** as cadets, learning hand-to-hand combat techniques, the use of hand **phasers**, and survival lessons, in addition to their onboard duties. Zero gravity combat training is also a prerequisite for officers, as a situation may arise where close-quarter combat may be required outside normal gravity conditions.

The majority of organized ground assaults are undertaken by specially trained Starfleet troops,

For more than a century, **Starfleet** starships have been equipped with weaponry such as **phasers** and **photon torpedoes**. The crews of these vessels are trained to deal with any situations that may endanger Federation installations, worlds, and personnel.

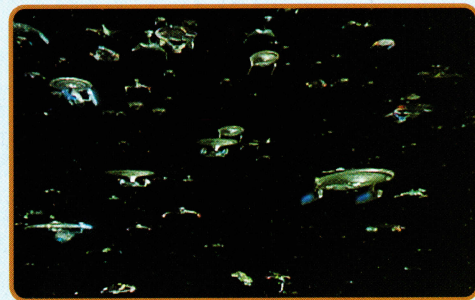
The **Kobayashi Maru** scenario is primarily a test of a cadet's character. The simulation also serves as an extremely exacting battle test, in which a single **Starfleet** vessel confronts three **Klingon** starships in an impossible, no-win situation.



who, along with specific branches of **Starfleet Intelligence**, form a dedicated military force within Starfleet.

Ready for battle

With specialists in search and destroy missions, reconnaissance, and fortification, Starfleet troops differ from races such as the **Jem'Hadar** and **Angosians**, who genetically alter their soldiers and biochemically modify them. Starfleet troops are known to be tough,



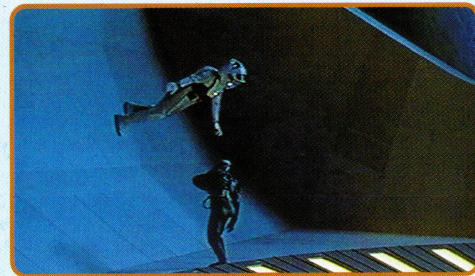
The armada of **Starfleet** vessels that takes part in the **Dominion** war is carefully coordinated by a lead ship.



Phaser ranges are often found aboard **Federation** starships. They allow **Starfleet** personnel to practice their skill with the standard handheld weapon against randomly appearing targets.



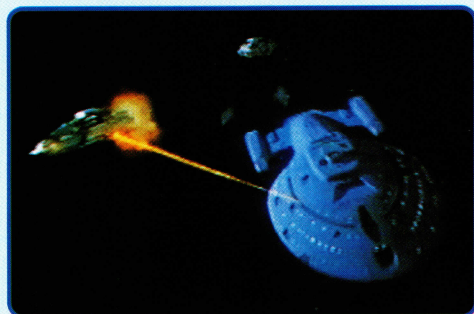
Starfleet officers are instructed in the art of hand-to-hand combat in the event that their weapons fail. These skills can mean the difference between life or death on a battlefield.



Zero gravity combat training is an important part of an officer's training. This environment offers unique challenges that are not evident in battle scenarios where a gravity source exists.



FILE 19 A Guide to FEDERATION STARFLEET

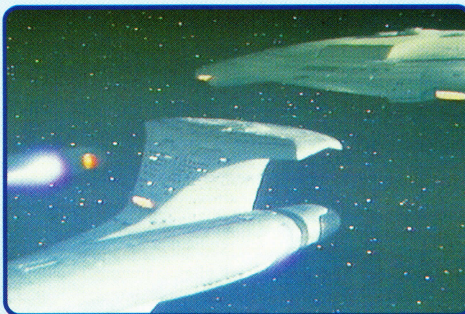


▲ **Phaser strips located on the hulls of 24th-century starships allow opponents to be targeted from many different angles.**

and recruited from all areas of the **United Federation of Planets**. They see extensive action during the **Cardassian War** up until 2366, and again in the conflict with the **Dominion** in the following decade.

Thorough training

All Starfleet officers are required to undertake extensive combat training no matter what division they join, and use full-scale simulators in conjunction with formal lectures on military subjects. One of the best known tests of tactical ability and leadership potential is the **Kobayashi Maru** scenario, which presents a 'no win' situation to command-track cadets. In addition to this, other maneuvers developed during actual combat are also taught, such as the **Picard Maneuver**, devised by **Captain Jean-Luc Picard** of the **U.S.S. Stargazer NCC-2893**. This maneuver is only effective against an aggressor with light-speed sensors, as the sudden jump to warp and deceleration will only produce the illusion of the same ship being in two places simultaneously if the enemy ship is so equipped, but it gives an idea of the kind of



▲ **The ability to separate into two sections provides some Starfleet vessels with a major tactical advantage.**

fast thinking a captain may need in combat.

Starfleet captains, helmsmen, and navigators are required to study the various evasive patterns devised for specific combat scenarios. Taking the form of preset movements, there is an extensive catalog of evasive maneuvers which have been in use from the time of **Captain James T. Kirk**, on the **U.S.S. Enterprise NCC-1701**, all the way up to **Captain Kathryn Janeway** of the **U.S.S. Voyager NCC-74656**. Evasive maneuvers are referred to by a combination of Greek letters, followed by numbers, an example of which is **evasive pattern Beta 140**, used by *Voyager* during an attack by the **Numiri** in the **Delta Quadrant**.

The continuing development of Starfleet weapons and vessel design has a direct impact on combat tactics, exemplified by the ability of some Starfleet vessels to separate into two self-contained sections. The original **Constitution-class Enterprise** had the ability to perform such a procedure, and the **Galaxy-class U.S.S. Enterprise NCC 1701-D** uses this maneuver on a number of occasions. Saucer separation is



▲ **Starfleet crews often take part in battle simulations, such as those devised by Zakdorn strategist Sirna Kolrami.**

primarily designed around an evacuation scenario in the event of an uncontrollable antimatter containment breach in the engineering hull, but the use of the **saucer section** and **stardrive** to provide multiple targets during conflict is a standard maneuver, as used in the attack on the **Borg cube** in 2366.

The encounter with the Borg previous to the battle at **Wolf 359** highlights the vital part played in battle simulations routinely carried out by Starfleet. Dating back to the ill-fated experiments with the **M-5 multitronic computer** installed aboard the *Enterprise* in 2268, battle scenarios can be used to hone existing tactics and develop new ones. During trials in 2365, **Commander William Riker** recalls his use of a tactic aboard the **U.S.S. Potemkin NCC-18253**, when he positioned the ship over the magnetic pole of a planet in order to confuse the sensors of his opponent. This maneuver is similar to the **Kumeh maneuver** taught within the academy, whereby one sublight space vehicle goes behind a planet to avoid detection by another.

Facing new threats

Intelligence gathered during combat by a vessel can provide vital information in the development of new tactics and weapons. The information gained by the *Enterprise* in its original encounter with the Borg leads to the appointment of **Lt. Commander Shelby** to develop new defense strategies against the Borg, and includes the modulation of shield and **phaser** harmonics in response to Borg technology. The series of battle simulations carried out between the *Enterprise* and **U.S.S. Hathaway NCC-2593** in 2365 are designed to test Starfleet's combat readiness, and while Captain Picard originally opposes the overtly militaristic control of his ship for the exercise, he has to concede the huge tactical importance of testing Starfleet's field officers.



▲ **The M-5 multitronic computer is tested in battle situations against four other Starfleet vessels in 2268.**

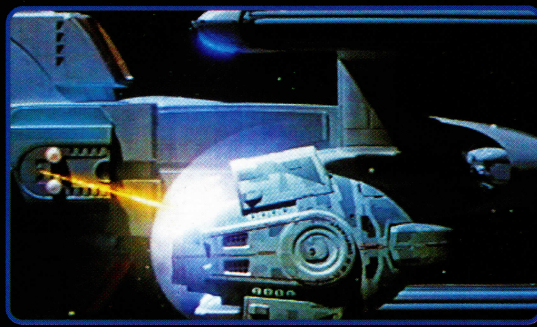
DEFYING THE ENEMY

A new breed of starship

Starfleet learns many lessons during the disastrous encounter with the Borg at **Wolf 359**, and in the years that follow it begins the urgent development of the **Defiant-class** starship. This new type of starship is officially classed as an escort vessel; it is a warship in all but name, however, and incorporates a number of newly developed technologies, including ablative armor, quantum torpedoes, and phaser cannons to produce an adequate defense against any possible threats. Further offensive vessels are developed by Starfleet, including the **U.S.S. Prometheus NX-59650**. This ship, which undertakes a deep space mission in 2374, has a **multivector assault mode** which allows it to separate into three distinct and autonomous vessels.



▲ **The U.S.S. DEFIANT NX-74205 is an adaptable escort vessel first designed to counteract the threat of the Borg.**



▲ **The U.S.S. DEFIANT NX-74205 is more maneuverable, and far smaller, than many other vessels. This provides the starship with a distinct tactical advantage in close-quarter battles.**



STARFLEET ACADEMY

COMBAT TACTICS

FIGHTING AGAINST CLOAKED SHIPS

Situation 1: 2266

A cloaked Romulan ship has crossed the Neutral Zone and destroyed four outposts.

Factors:

- The *Romulan Bird-of-Prey* is invisible to sensors and only appears prior to firing its weapons. It can only travel at impulse power.
- The *U.S.S. Enterprise NCC-1701* cannot cross the Neutral Zone without violating the Neutral Zone Treaty.

Courses open:

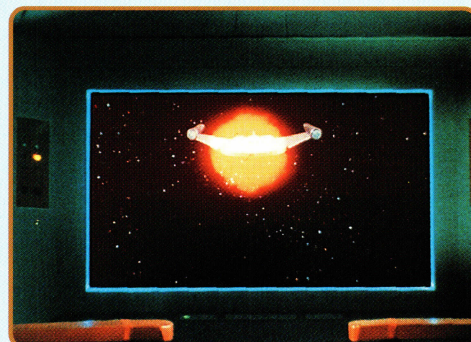
1. Allow the Romulans to return to their space and prepare for future conflicts.
2. Attempt to destroy the ship before it leaves FEDERATION space.

The plan:

- Make the *Romulan Bird-of-Prey* reveal its position by forcing it to travel through the tail of the passing comet Icarus IV. The cloaked ship will leave a visible trail behind it.



In 2266, Captain James Kirk engages a ROMULAN BIRD-OF-PREY in a high-risk game of cat and mouse.



The ROMULAN BIRD-OF-PREY uses a high energy plasma weapon when it attacks four Federation outposts and battles against the U.S.S. ENTERPRISE NCC-1701.

The cloaking device is one of the most powerful tools available to the **Romulan Star Empire** and **Klingon Empire**. By making a ship invisible to sight and sensors, the cloaking device can transform an otherwise outmatched vessel into a significant opponent. Two such encounters between **Starfleet** ships and enemy vessels illustrate this particularly well, one of which occurs in 2266, the other in 2293.

Out of nowhere

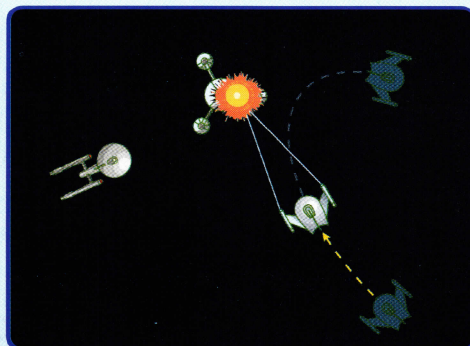
In 2266, the *U.S.S. Enterprise NCC-1701* responds to a distress call to find that four outposts have been destroyed by a mysterious force. They soon discover that a *Romulan Bird-*

of-Prey decloaked in range of the outposts and swiftly decimated them with its **plasma weapons**. The Starfleet vessel begins the arduous task of tracking its opponent, a mission made somewhat easier by the fact that the *Bird-of-Prey*'s cloaking device requires massive power reserves, leaving the ship unable to travel at more than impulse speeds; it must also decloak prior to engaging its weapons. The Romulan's sensors are virtually blind while cloaked and the *Enterprise* can track the ship, but is unable to establish a weapons lock.

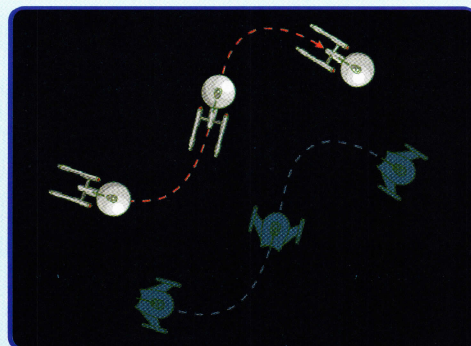
The crew plan to force the *Bird-of-Prey* into passing through a comet's tail, an action which will reveal the ship and leave it vulnerable to the

U.S.S. ENTERPRISE NCC-1701 vs. ROMULAN BIRD-OF-PREY

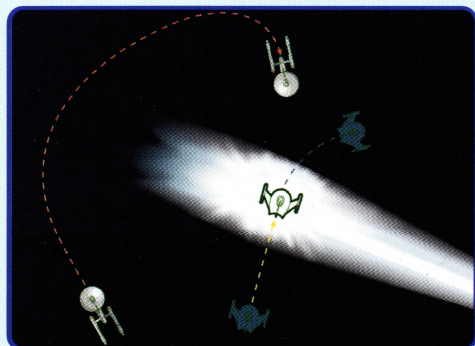
The cloaked *ROMULAN BIRD-OF-PREY* appears to have the upper hand in the conflict, as it is virtually impossible to pick up on Starfleet sensors. The *U.S.S. ENTERPRISE NCC-1701* is faster, however, and will be able to destroy the opposing vessel if it can reveal its position before the Romulans cross over to their side of the Neutral Zone and escape from the Federation starship.



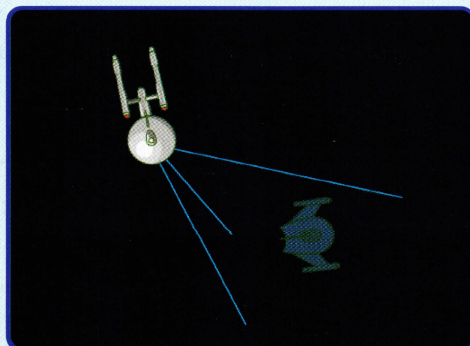
1 The ROMULAN BIRD-OF-PREY destroys four Federation outposts in an unprovoked attack.



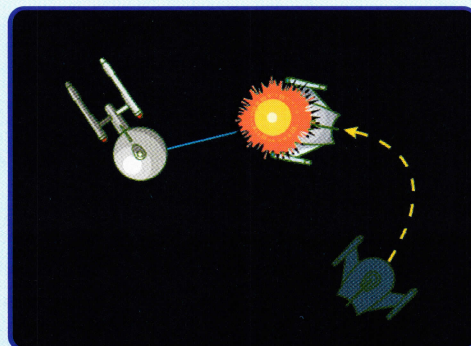
2 The ENTERPRISE crew try to track the cloaked BIRD-OF-PREY while attempting to remain hidden from their opponent.



3 The ENTERPRISE crew do their best to force the BIRD-OF-PREY to travel through the tail of a passing comet.



4 The BIRD-OF-PREY evades the comet's tail. Captain Kirk orders a blind spread of phaser fire in an attempt to hit the ship.



5 The BIRD-OF-PREY is sacrificed by its crew after it is crippled by a barrage of phaser fire from the ENTERPRISE.



FILE 19 A Guide to FEDERATION STARFLEET

Situation 2: 2293

The crew of the *U.S.S. Enterprise NCC-1701-A* must reach Camp Khitomer to stop an assassin disrupting the Federation-Klingon peace talks. A prototype *Klingon Bird-of-Prey* that is able to fire while cloaked attempts to stop the *FEDERATION* starship.

Factors:

- The *Enterprise* is vulnerable to attack as it cannot detect the *Bird-of-Prey* until it is briefly illuminated as it fire its weapons.

Courses open:

- Discover a method of revealing the *Bird-of-Prey*.
- Retreat and allow the peace negotiations to end with the assassination of the Federation President.

The plan:

- Fit a photon torpedo with equipment to catalogue gaseous anomalies, enabling it to track the cloaked *Bird-of-Prey*. This will reveal the vessel's position and allow it to be targeted.

Enterprise's weapons. Unfortunately, the Romulans alter their course at the last moment. The battle reaches a conclusion when the Romulans, their fuel reserves depleted, elect to make a final attack against the *Enterprise*. As the ship decloaks, the *Enterprise* fires its **phasers**, crippling its opponent. To avoid capture, the Romulans destroy their own vessel.

Not long after this encounter, the Romulans and the Klingon Empire form a short-lived trade agreement which includes an upgraded cloaking device that cannot be tracked by sensors and allows ships to travel at warp speeds.

Prototype

In 2293, **Captain James T. Kirk** is once again pitted against a cloaked vessel. This ship – a *Klingon Bird-of-Prey* – is a unique prototype that has the ability to fire its weapons while still cloaked.

The dangers of such a confrontation are numerous; the *Bird-of-Prey* is comparable to a *Constitution*-class starship when decloaked, and its ability to fire when invisible both to sight and sensors provides the enemy ship with a considerable tactical advantage.

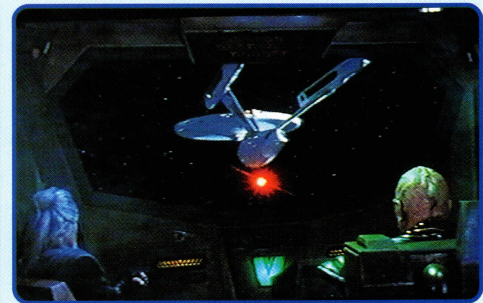
The *Enterprise* must confront and defeat the Klingon vessel however, as the crew must reach **Camp Khitomer** to prevent the assassination of the **Federation President**.

Initially the only plan open to Kirk is to take the *Enterprise* into the danger zone. He knows that this will expose his ship to the *Bird-of-Prey*, commanded by **General Chang**, but he hopes that a weapons lock can be secured in the short time that the ship is visible. This course of action ultimately proves futile.

Attempting to even the odds

The *Enterprise* is severely damaged during the attack, but it is saved from further salvos by the arrival of the *U.S.S. Excelsior NCC-2000*, commanded by **Captain Hikaru Sulu**. This second *Federation* starship proves as unsuccessful at tracking the enemy as its fellow vessel, serving little purpose but to draw fire away from the battered *Enterprise*.

The turning point in the battle occurs when **Commander Uhura** suggests equipping a **photon torpedo** with equipment that can track the plasma emissions from the *Bird-of-Prey*. **Captain Spock** and **Dr. McCoy** make the



▲ The *KLINGON BIRD-OF-PREY* can attack the *U.S.S. ENTERPRISE NCC-1701-A* from any angle without the risk of detection.



▲ Once revealed, the *KLINGON BIRD-OF-PREY* is vulnerable to attack and its destruction is assured within seconds.

adjustments while the Klingons continue their onslaught. When launched, the torpedo arcs gracefully through space in search of its prey, which it ultimately finds, much to the surprise of General Chang. Once revealed, the *Bird-of-Prey* is targeted by the *Enterprise* and *Excelsior*, and destroyed in a hail of photon torpedoes.

Fighting cloaked starships is a hazardous endeavor, but the ingenuity of Starfleet's officers means that the flaws of the cloaking device are often used against it, ensuring that the invisible enemy is just as vulnerable as their visible opponent.

U.S.S. ENTERPRISE NCC-1701-A vs. KLINGON BIRD-OF-PREY

The *KLINGON BIRD-OF-PREY* is able to strike against the *U.S.S. ENTERPRISE NCC-1701-A* without being detected.

A modified photon torpedo detects the *BIRD-OF-PREY*, disabling its cloaking device.

The *BIRD-OF-PREY* can maneuver around the *ENTERPRISE* to attack from any angle.

▲ The battle against the cloaked prototype *BIRD-OF-PREY* is initially a one-sided conflict. The *U.S.S. ENTERPRISE NCC-1701-A* cannot locate the attacking vessel, as it only appears briefly prior to firing its weapons. The Starfleet ship is left to face the onslaught without returning fire. The battle reaches a turning point when the *ENTERPRISE* crew use a converted photon torpedo to detect the *BIRD-OF-PREY*'s plasma emissions. The torpedo follows an erratic path until it locks onto the cloaked vessel. Once engaged, there is no escape, and the torpedo disables the cloak, leaving the ship vulnerable to attack.



FILE 29 U.S.S. VOYAGER NCC-74656

TYPE:

VARIOUS

ASSIGNED TO:

U.S.S. VOYAGER NCC-74656

NAME:

VOYAGER SHUTTLECRAFT

Shuttlecraft have proven to be an important part of starship operations, and nowhere is this more evident than on the *U.S.S. Voyager NCC-74656*.

The *Intrepid*-class *U.S.S. Voyager NCC-74656* is one of Starfleet's most advanced vessels, incorporating state-of-the-art systems and technologies, including multiple redundant backups in its transporter systems. Starfleet nevertheless continues to recognize the importance of equipping its ships with secondary transportation systems, which can prove invaluable during hazardous situations, and can act as an alternative method of travel when transporters are malfunctioning, or meet conditions in which they are unable to operate.

Shuttlecraft types

The starship *Voyager* is equipped with a variety of *Type-2*, *Type-6*, *Type-8*, and *Type-9 shuttlecraft* stored in its custom-built shuttlebay, located at the rear of Decks 9 and 10. In addition to storing shuttlecraft, this facility can also be used to repair and even manufacture new shuttles, although the energy cost of replicating a new vessel is prohibitive.

Throughout *Voyager's* hazardous journey through the *Delta Quadrant*, shuttlecraft have proved to be of tremendous use, from routine



▲ **TYPE-9 SHUTTLECRAFT** are sleeker in design than the older, larger **TYPE-6** and **TYPE-8** auxiliary vessels.

scouting missions in an effort to locate supplies, to acting as pathfinders for the *Intrepid*-class ship. The usage of shuttlecraft is determined by the nature of the mission being undertaken, from the smallest, short-range, *Type-2* shuttle used to transport crew over relatively short distances, to the larger and more powerful *Type-8* shuttle. *Type-2* shuttles are notorious for their cramped interiors; Starfleet crews will often discuss "*Type-2* claustrophobia," indicating the vessel is not ideal for extended missions. *Type-6* shuttles have been used by Starfleet for a number of years and provide better comfort over longer distances, but have limited offensive and defensive capabilities, although they are able to withstand a considerable amount of punishment. *Type-8* shuttles are of a similar design to *Type-6* vessels, but are slightly larger; these shuttles



▲ Shuttlecraft are released into space through the bay door situated at the rear of the *U.S.S. VOYAGER NCC-74656*.

require a crew of two to be piloted, and are equipped with a personal transporter, to allow short-range, transportation from the orbit of a planet. The slightly enlarged twin **warp nacelles** have been reconfigured when compared to the *Type-6* shuttle, and give *Type-8* shuttles an extended range over *Type-2* shuttles.

Advanced craft

All higher-class shuttles are equipped with shields and weaponry designed to provide the vessel with better protection against potentially hostile forces, although none of them can withstand direct prolonged combat with a more powerful vessel.

A further improvement on shuttle design is found in the *Type-9 personnel shuttlecraft*, a far more streamlined vessel, which can be crewed by a single person if required. *Type-9*

THE DELTA FLYER

Hot-rod shuttlecraft

Voyager's shuttlecraft are extremely adaptable and flexible, but by early-2375, the stresses of journeying through the *Delta Quadrant* eventually reveal the flaws in the standard shuttlecraft design. This leads to Lt. Tom Paris designing a vessel capable of far greater speed and range, with considerable offensive and defensive capabilities.

Christened the *Delta Flyer*, this highly streamlined hybrid vessel incorporates Starfleet and Borg technology. Capable of sustained impulse and high warp speeds due to its retractable warp nacelles, it is constructed out of tough parametallic hull plating over a tetraburnium hull construction, and is designed to comfortably house a crew of up to four over extended periods of time. Incorporating advanced unimatrix shielding developed by Tuvok, its arsenal includes photonic missiles and enhanced phasers. The *Delta Flyer* is also equipped with a tractor beam and carries a personnel transporter, making it a formidable addition to *Voyager's* capabilities.

On Stardate 52143, the *Delta Flyer* is used to map the quantum slipstream passage of *Voyager* which, in an alternate future, ends in the destruction of the *Intrepid*-class ship on a desolate ice planet.



▲ Tom Paris leads the team that designs and constructs the **DELTA FLYER** in early 2375.



▲ The **DELTA FLYER's** multi-level cockpit features a variety of stations that utilize traditional Starfleet controls.



▲ The interior of the **DELTA FLYER** is far more spacious than the traditional Starfleet shuttlecraft, and provides seating for up to four personnel.



▲ The **DELTA FLYER** is able to operate in a variety of environmental and atmospheric conditions, including the ocean world of the Monean Maritime Sovereignty.





▲ The **TYPE-6 SHUTTLECRAFT** features a large door which can be lowered and used as a ramp onto planetary surfaces.

shuttles have the greatest range of the standard Starfleet shuttles that are carried by *Voyager*, and are specifically designed for deep scouting missions, although they are smaller than *Type-6 shuttles*. These possess a single transporter, and are equipped with similar weaponry and shields to the *Type-8 shuttle*. The biggest advantage of a *Type-9 shuttle* to a vessel the size of *Voyager* is its relatively compact dimensions, as a greater number can be stored within the shuttlebay area, which is relatively small compared to that of a *Galaxy-* or *Sovereign-class* vessel.

Names and numbers

In keeping with Starfleet tradition, many of *Voyager's* shuttles carry individual names as well as their Starfleet registration numbers. Shuttlecraft are not always identified by these names in times of emergency, and with the high incidence of shuttlecraft damage and destruction, only a few shuttlecraft names have been recorded. Many unnamed shuttlecraft of various types have played crucial roles in the

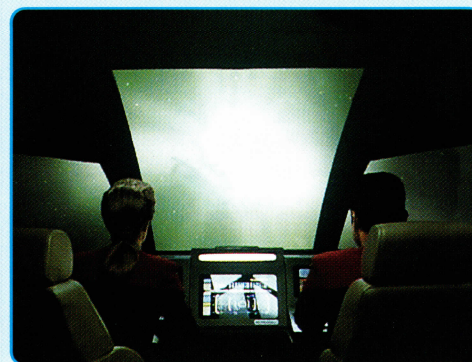


▲ Starfleet shuttlecraft provide chairs for two personnel to pilot the vessel, with additional seating positioned behind.

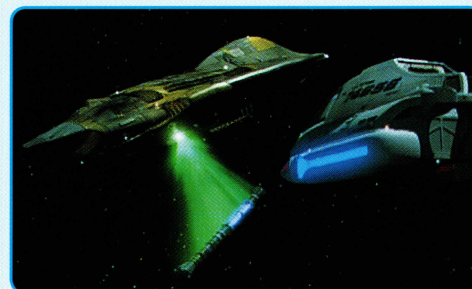
exploration of the Delta Quadrant, or the testing of new techniques and equipment. An example of the latter is the testing of the **coaxial warp drive** on a *Type-9 shuttle* in an attempt to dramatically increase *Voyager's* speed in 2373. During a battle with the **Kazon** in the same year, **Tom Paris** uses a shuttlecraft to evade capture by the Kazon and secure help from the **Talaxians**, while many unidentified shuttlecraft are used for routine missions.

Often used

Named shuttlecraft include the **Cochrane**, a redesigned *Type-9 shuttle* fitted with an experimental **transwarp** design and piloted by Tom Paris in 2372. The experiments with transwarp technology ultimately prove problematic, although the results gained from the *Cochrane* prove invaluable to the crew of *Voyager*. They are made to realize the value of this information even more when the *Cochrane* is destroyed by a **Caatati antimatter pulse** the following year. The **Delta Flyer** is the best-known named shuttlecraft used by *Voyager* and



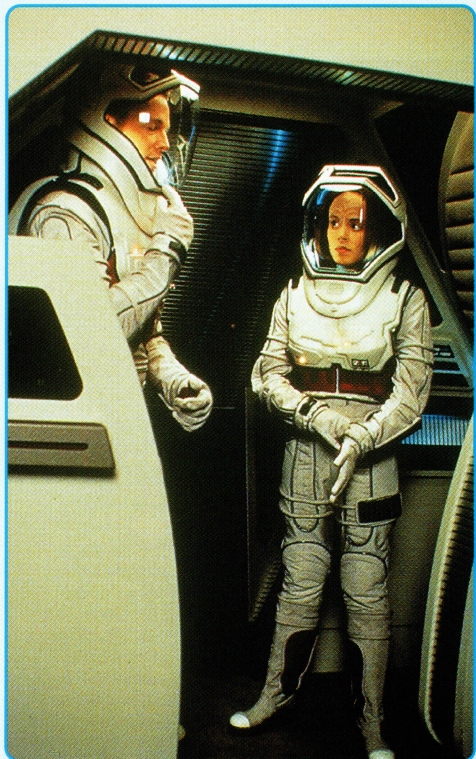
▲ Shuttle cockpits feature large windows facing into the void of space, instead of the viewscreen used on starship bridges.



▲ The shuttlecraft **COCHRANE** is dispatched to recover *VOYAGER's* warp core in 2374, but is destroyed in the process.

has carried out a number of vital missions, often acting to keep its *Intrepid-class* mother ship out of potentially catastrophic situations.

The *Type-6 shuttlecraft* **Sacajawea** is used to survey a planet rich in nitrogenous compounds in 2373, but is damaged by atmospheric conditions and is forced to crashland on the planet, once again illustrating the vulnerability of shuttlecraft and the very real dangers they face during missions.



▲ The **TYPE-9 SHUTTLECRAFT** features a personnel transporter which is located at the rear of its confined interior.

ALICE

Bad shuttle

Voyager's progress through the Delta Quadrant has been a long and arduous journey. Along the way, the crew have endeavored to trade for new supplies and, in 2376, this includes a small alien shuttlecraft. The shuttle quickly becomes a pet project for Tom Paris, who looks beyond the worn exterior to see the advantages of a craft that he describes as a "diamond in the rough." **Alice**, as he names the ship, is unlike any other vessel attached to *Voyager*; it utilizes a neurogenic interface that links directly to the pilot, thus enabling it to outmaneuver other ships – including the **Delta Flyer**. This, allied with an optronic weapons array, helps Paris to convince Commander Chakotay that **Alice** will be an asset to *Voyager*.

The neurogenic link even creates an attractive humanoid female 'personality' for **Alice**, one that swiftly takes control of Tom Paris's mind. Fortunately, Paris is rescued shortly before **Alice** is destroyed while searching for her home.



▲ The neurogenic interface that forms an important part of **ALICE's** control system slowly takes control of Tom Paris.



SEE OTHER FILES...

OTHER GROUPS & RACES...FILE 18
STAR TREK: THE
NEXT GENERATIONFILE 69

Alien Probes

Some alien probes are dangerous weapons, some repositories of knowledge, while others exist simply to forge contact between races.

Starfleet personnel encounter many unknown objects and strange phenomena during their ongoing mission to establish peaceful contact with new races. In some cases, contact is indirectly initiated via a mechanical or inorganic device, which can have very hazardous consequences.

Probes can be simply tools of exploration, however; for example, the **Barzan Probe** is sent through the newly discovered wormhole in that planet's sector in 2366. It is delivered beyond the **Denkiri Arm** in the **Gamma Quadrant**, almost 70000 light years away. The findings of this automated device are limited, necessitating further investigation.

Making contact

Many unfamiliar probes provide a means of **first contact** between races. The **Cytherian** and **Kataan probes**, encountered by the **U.S.S. Enterprise NCC-1701-D** in 2367 and 2368 respectively, are prime examples. They are each intended by their creators to make contact with a single representative of an unfamiliar race. In the former case, the aim is to bring that race to the Cytherian homeworld; the latter ensures that the memory of the long-dead Kataan civilization survives.

In 2364, the mysterious transdimensional entity in orbit around the **Edo** world **Rubicun III** uses a probe, resembling a swirling ball of multicolored light, to communicate with the **Enterprise** bridge crew. It enables a direct vocal exchange with **Captain Jean-Luc Picard**, and attaches itself to **Lt. Commander Data** to process information in a more direct form. Neither officer is harmed by the experience.

Six years later, the **Enterprise** encounters an alien probe of sorts at the center of a comet.

This irregular structure, built by a civilization known as the **D'Arsay**, is 87 million years old and functions as the race's archive, containing records of artifacts and prominent individuals.

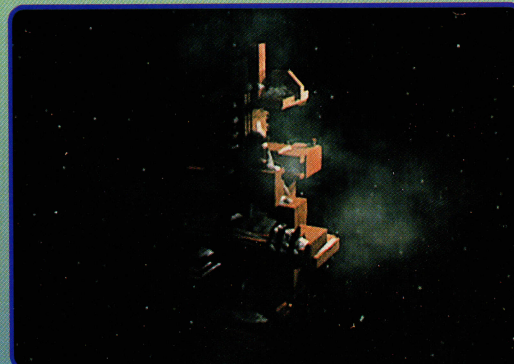
Flood of information

The **D'Arsay Probe** uploads information into the **Enterprise's** computer core and begins to transform parts of the **Federation** starship into a replica of an ancient city. It also affects Data for a short time, overwhelming his positronic net. Starfleet dispatches an archeological survey team to study the archive when the crisis passes.

Damage such as that caused by the **D'Arsay** is sometimes unintended. In 2364, a long-range energy probe sent by the **Jarada** scans the **Enterprise** as a prelude to face-to-face contact. This powerful invasive procedure seriously disrupts the ship's **holodeck**, taking the safety protocols offline and trapping several crew members within. The damage has to be repaired by the **Bynars** at **Starbase 74** some weeks later.

Certain attempts at establishing communication via probes have more obviously threatening motives. In 2369, **Chief Engineer Geordi La Forge** speculates that a coil of energy that snakes from a spatial rupture opening on to the **Enterprise** might be a probe of sorts. The rupture is a window into an alternate dimension, home to a ruthless race of **solanagen**-based life forms that have been abducting and experimenting on several Starfleet officers.

Three years earlier, a probe sent by a non-hierarchical race materializes in Captain Picard's quarters aboard the **Enterprise**. Its appearance is unimpressive, rather like a metallic slab, but it has the ability to transport Picard into a distant



▲ The **D'ARSAY PROBE** discovered in 2370 contains the complete records of its now extinct civilization.



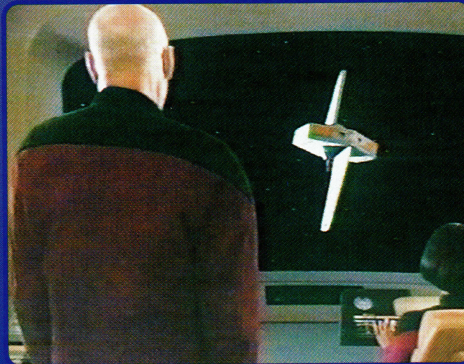
▲ The **Edo 'god'** in orbit of **Rubicun III** uses a probe to contact the crew of the **U.S.S. ENTERPRISE NCC-1701-D**.

prison cell, while simultaneously scanning him and creating an exact doppelganger. This all forms part of the alien race's examination of authority structures.

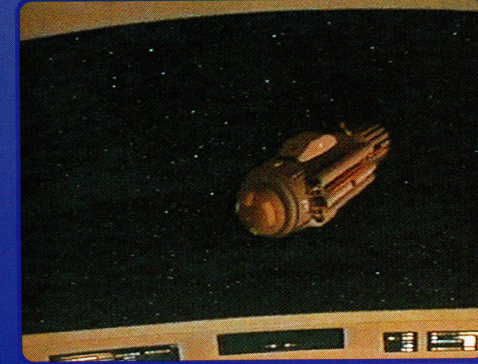
In 2370, an unmanned metallic probe of about half a meter in diameter, containing no identifiable armaments, seeks out the **Enterprise**. It projects a holographic version of the vengeful **Ferengi DaiMon Bok** onto the



▲ The **CYTHERIAN PROBE** directs intelligent life forms to the homeworld of its creators.

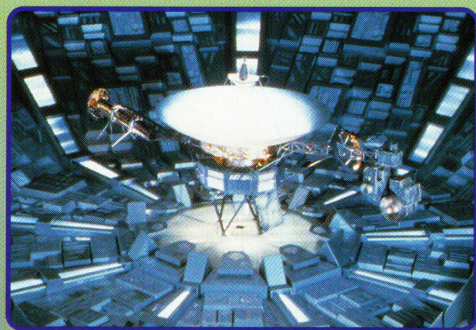


▲ The **KATAAN PROBE** allows Captain Jean-Luc Picard to experience a whole life time in just a few minutes.



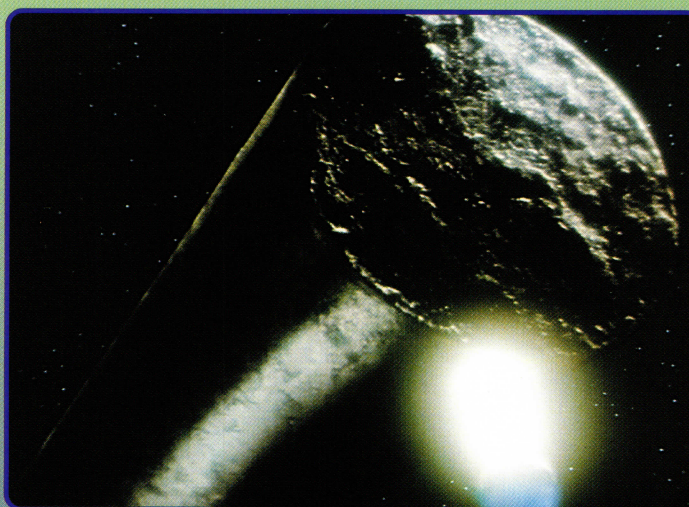
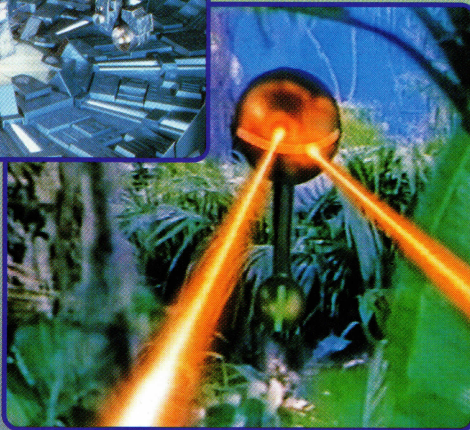
▲ **DaiMon Bok** deploys a probe to intercept the **U.S.S. ENTERPRISE NCC-1701-D** in 2370.

Alien Probes



▼ The weapons probes on the planet Minos can operate in an atmosphere as well as in space.

▲ V'GER is the evolved form of the Earth probe VOYAGER 6. After it is repaired by an unknown life form it returns to Earth in 2271 and threatens to destroy the planet unless it can find its creator.



▲ The immense CETACEAN PROBE travels to Earth in 2286 in an attempt to locate and communicate with an extinct species of humpback whale.

bridge, where he delivers a death-threat to the son Picard did not know he had. The *Enterprise* crew tractor the probe aboard to study it and try to work out its coordinates of origin.

Unfortunately, many probes of alien origin present a direct and very tangible threat to the Federation. These include the **Cetacean Probe** that almost destroys Earth in its attempt to communicate with the planet's long-extinct humpback whale species in 2286, and the **Caretaker Array** that abducts vessels from across the Galaxy while trying to find a potential mate for its creator.

Lost probe

The **Minos Probe** is another example of a dangerous probe. In 2364, this product of the long-lost technology of the planet Minos concludes that the orbiting *Enterprise* is a threat and launches a powerful attack. The people of Minos were famously successful arms merchants before their weapons development escalated to the point where they were wiped out by their own technology.

The *Minos Probe* is fast, invisible, and can disable the shields of a **Galaxy**-class starship with a single shot. It is eventually destroyed when the *Enterprise*'s **stardrive** section is used to lure the probe into the planet's atmosphere and pinpoint its location by the atmospheric disturbances created.

Dangerous relic

A further dangerous artifact left behind by an extinct race is the **Iconian Probe** encountered by the **U.S.S. Yamato NCC-71807** in 2365. It takes the form of a glowing, spherical object launched from the surface of **Iconia**, and emits a crackling, spidery energy beam that apparently scans approaching vessels.

In reality, this beam uploads an **Iconian** computer program that rewrites shipboard software, leading to systemwide failures and the destruction of the *Yamato*. The *Enterprise* only narrowly avoids the same fate when Geordi La Forge instigates the probe's destruction before it can initiate a scan.

There remains one alien probe – the product

of an unknown civilization – that defies any obvious explanation. In 2369, a long metallic cylinder harboring an alien software 'life form' journeys through the **Bajoran wormhole** to the Federation station **Deep Space Nine**. Chief **Miles O'Brien** tows the probe into the **docking ring** and sets up an adaptive interface.

Probe attention

This link allows the software life form to upload into the station's computer and feed off its energy, leading to malfunctions throughout the station. O'Brien christens it '**Pup**' because of its apparent craving for constant attention, and creates a home for it in a subprogram, filled with backup functions for it to play with.

Some 'alien' probes encountered by Starfleet are transformed versions of early Earth vessels, including **V'Ger** and **Nomad**. Conversely, some Earth-built probes – such as the **Pioneer 10** module destroyed by a **Klingon Bird-of-Prey** in 2287 – appear strange and unfamiliar to certain species, although they are generally considered routine by most spacefaring races.

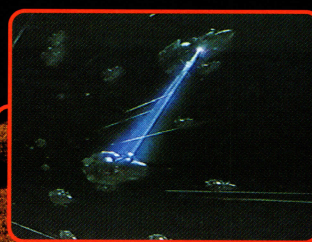
WARHEAD

The Druoda weapon

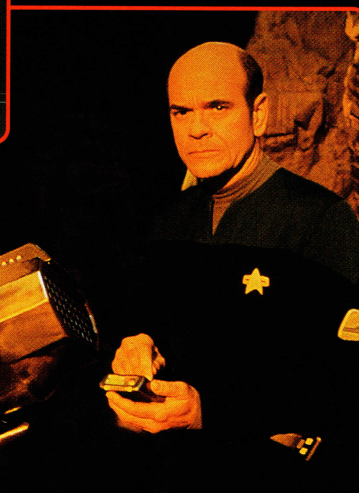
In 2375, the **U.S.S. Voyager NCC-74656** answers the automated distress call of a dangerous probe. The cylindrical, metallic object is about half a meter long, and scans reveal peritrenic shielding, a dense energy matrix, and bio-neural circuitry. This probe is a weapon of mass destruction created by the **Druoda** – a **Series-5** long-range tactical armored unit capable of limited thought. It crashlands en route to destroying the homeworld of a hostile species, and seizes an opportunity to commandeer *Voyager*'s **Emergency Medical Hologram** in order to complete its mission. Ensign **Harry Kim** manages to convince the probe that the war is over, and it destroys itself and a massed fleet of identical probes to stop a potentially misguided mission, saving millions of lives.

▶ The warhead destroys its own fleet when it realizes that the war it has been instructed to fight is now over.

▼ Harry Kim allows the EMH to bring the warhead aboard the **U.S.S. VOYAGER NCC-74656**, where it is placed on a pedestal in sickbay.



▼ The Doctor is adamant that he should help the sentient warhead to recover from its crashlanding.



Dr. Lenara Kahn

Dr. Lenara Kahn is a noted Trill scientist with the accumulated knowledge and wisdom of symbiont and numerous hosts. She must also, however, contend with the baggage of previous lives — including revisiting a relationship with Dax in 2372.

The **Trill Ministry of Science** is one of a number of respected research bodies throughout the **Federation**. One of its more prominent members is **Dr. Lenara Kahn**, a highly capable scientist noted for her theoretical work on artificial wormholes. Lenara is a tall, striking woman with dark brown hair and the typical Trill markings. From an early age she demonstrated significant ability, for only the most exceptional young people can survive the rigorous selection and training program used to qualify candidates for joining with a symbiont — the most treasured status in Trill society.

Level-headed Trill

The joining gives Lenara the benefit of centuries of life experience. As with many joined Trills, she is calm and level-headed, and accomplished at social situations. She makes polished small talk and

mingles easily in a crowd. She is a self-confessed conservative, faintly disapproving of raucous behavior — she is glad she never met **Curzon Dax**, for instance, as she does not think they would have got along. Despite this, she knows by reputation the **Barros Inn**, one of the wildest bars in the **Rigel system**.

Experienced

Lenara sometimes wears **Klingon** earrings, a gift from one of the race's scientist, with whom she was acquainted, although her experiences also tell her that a Klingon would be less than thrilled at leading a research mission, as it is not the kind of thing about which true warriors dream. In 2372, Lenara heads up a Trill science team that travels to the Federation station **Deep Space Nine** to conduct field tests on her experimental wormhole creation technique. The other members of the team are Lenara's like-minded

younger brother, **Dr. Bejal Otner**, and their colleague **Dr. Hanor Pren**.

The project involves launching a target drone and then generating a **subspace tensor matrix**

in the 25-30000 **cochrane** range from aboard the **U.S.S. Defiant NX-74205**. The drone then sends out a **magnetron pulse**, reacting with the matrix and creating an opening in the spacetime continuum — Lenara's mooted artificial

wormhole. It is an awkward moment for Lenara when she first steps from the **Deep Space Nine** airlock, as one of the assembled **Starfleet** officers is **Lt. Commander Jadzia Dax**. Lenara's previous host, **Nilani**, was married to one of Dax's previous hosts, making their reunion a hesitant one. Trill society places a strict taboo, known as **reassociation**, on intimate contact between previously involved joined Trills; indeed, Bejal is reportedly a "nervous wreck" at the prospect.

Lenara initially spikes the indisputable tension between her and Dax with her dry sense of humor, making light of other people's fascination with her and Jadzia's interaction at an official function. The

PROFILE ON LENARA KHAN

NAME: Dr. Lenara Kahn

LIFE FORM: Trill symbiont joined with Lenara, a Trill female.

PREVIOUS HOSTS: Nilani — the wife of Torias Dax, who is killed in a shuttle accident.

REMARKS: The Kahn symbiont has always engaged in scientific endeavors. As Nilani it carried out extensive studies into theoretical quantum physics, while Lenara Khan is regarded as one of the Federation's leading experts in the field of creating artificial wormholes.

FIRST SEEN: 2372

STARSHIP LOG: 'Rejoined' [DS9]



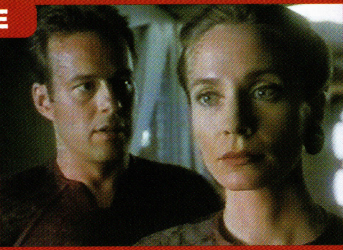
The female Trill scientist Dr. Lenara Kahn is an expert in the specialized field of wormhole creation. Her rational, conservative demeanor hides secret passions.

RENEWED ACQUAINTANCE



★ Meeting up

Jadzia Dax and Dr. Lenara Kahn are reunited on station **DEEP SPACE NINE** in 2372. Their initial awkwardness is soon dispelled, and the two quickly start to enjoy each other's company again.



★ Troubled

Kahn tells Dax that she has never before had so much trouble sorting out the feelings of a past host, as she has begun to enjoy being in the presence of the symbiont who was once her husband.



★ Warning

Lenara's brother, Dr. Bejal Otner, is an equally conservative Trill, and he warns his sister not to renew her romantic relationship with Jadzia.





Dr. Lenara Kahn



★ Eternal love

Dax and Kahn's feelings result in them sharing a passionate kiss.

★ Successful

Lenara succeeds in briefly opening an artificial wormhole.

truth, however, is that spending time with Dax brings all the memories of her life as Nilani flooding back. Lenara even acknowledges that she and Jadzia have much more in common than Nilani and Torias ever did.

Passionate kiss

The feelings shared by the two women quickly escalate as they work together on the wormhole project, despite attempts on both sides to pull back. They begin to relax in each other's company, losing their initial awkwardness. They enjoy dinner together, touch gently, and eventually share a lingering kiss.

Lenara's confusion at this turn of events causes her to react angrily when Bejal suggests that her feelings for Dax are more than platonic. She knows it is happening nevertheless, and she is the first to confront the situation and make an overt move. Lenara is aware that she is risking exile from Trill society, and the consequent death of the Kahn symbiont when her host body



dies, but for a time her resurgent feelings for Dax rule her heart.

Lenara is first and foremost a scientist, however, and a dangerous incident during her field work gives her cause to reconsider. Her first artificially-generated wormhole lasts for 23.4 seconds, but a second attempt results in a freak **graviton wave** that heavily damages the *Defiant*. Lenara is knocked unconscious and threatened by a raging **plasma fire** in engineering, but Dax manages to save her by erecting a temporary forcefield.

Difficult choice

In the sober aftermath, Lenara realizes that she cannot face the stigma of reassociation. She concedes that she is not strong and impulsive like Dax, who is ready to risk everything for love, and she therefore makes the difficult choice to return to Trill.

★ Social outcasts

Dr. Lenara Kahn is concerned that the rediscovered love she shares with Jadzia Dax could cost them both their places in Trill society, and ends the illicit relationship.

She tries to couch this decision in terms of thinking the situation over and maybe coming back later, but in her heart she knows this will not happen. Despite the accident, Lenara still has the accomplishment of creating the Federation's first artificial wormhole, and enough telemetry from the probe to keep her occupied for months afterwards.

Fresh research

Eighteen months later, her research forms the basis for a last-ditch Federation plan to close the naturally occurring **Bajoran**

"I guess we could throw ourselves at each other, profess our undying love and our complete disregard for Trill society."

— Lenara Kahn has fun with the interest in her and Dax



wormhole in the face of an apparent **Dominion** invasion. Lenara's technique involves remodulating *Deep Space Nine's* **deflector grid** frequencies and firing a **phase-conjugate graviton beam** into the wormhole, sealing it without damage to the phenomenon, or to the wormhole aliens within. This plan is foiled by a Changeling infiltrator masquerading as Starfleet officer **Dr. Julian Bashir**, so the effectiveness of Lenara Khan's theory is not able to be tested. She nevertheless continues her pioneering work at the Trill Ministry of Science.

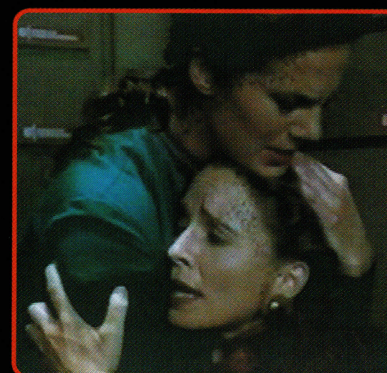
NILANI KAHN

Past relations

The Kahn symbiont's previous host was a woman named Nilani, and her husband for a time was Torias, the fifth Dax host. They were never a perfect match – she bored him with the details of her theoretical quantum physics studies, while the fact that Torias was a pilot made Nilani nervous. Torias always told his wife that she was panicking and making a fuss over nothing. The symbiont carries this with it through future hosts, reacting irritably when told not to panic. Nilani was proved correct, however, on the fateful day she advised Torias that his shuttle was not ready for a full impulse test. He pressed ahead anyway and died in the resulting accident. When the widowed Nilani died many years later, the symbiont within her was joined with Lenara.



▲ *The arrival of Lenara Kahn on DEEP SPACE NINE gives Jadzia Dax a rare chance to spend time with another Trill.*



▲ *Dax saves Lenara Kahn from a plasma fire aboard the U.S.S. DEFiant NX-74205, and the two realize how close they have come to losing each other again.*

FILE 54 SHAPESHIFTERS



Shapeshifters

The Galaxy is home to a wide variety of species, but perhaps the most unique are those races that have the ability to alter their physical form. Across space, these life forms have faced prejudice, extinction, and outright fear.

In a universe of infinite diversity and infinite combinations, there are many types of life forms that defy expectation; perhaps the most amazing are those beings who possess the abilities to alter their physical form with a thought – the so-called shapeshifters.

Amazing skills

The nature of shape shifting life forms is complex. Whereas most beings exist in a single biological form for their entire life, shapeshifters can vary themselves in radical ways. Unlike some creatures, which pass through a metamorphosis at certain points in their development (such as the transformation of an Earth caterpillar into a butterfly), shapeshifters can take on a new form and revert back to the original with varying degrees of ease. Some creatures, such as the **salt vampire** or **M-113 creature**, possess the ability to appear to take

on different forms, but this is actually a form of mental projection and not true shapeshifting.

Changeling prowess

The real metamorphs can command their physical structure down to the molecular level, growing extra limbs or transforming into different shapes as easily as a humanoid might raise an arm or blink an eye. It is theorized that shapeshifters are limited to adopting forms that approximate their given mass, so that a metamorphic creature the size of a human would be spread extremely thinly if it grew to the size of a starship. Some shapeshifters can only mimic other organic forms, while others are capable of changing their state of matter – for example, the Changelings of the **Dominion** in the **Gamma Quadrant** have been known to become mist, rock and even fire.

Because of their incredible abilities, many



★ Cellular metamorphosis

The people of **Antos IV** teach Garth of **Izar** how to change his physical appearance.

★ Accomplished

The Changeling **Laas** can become vapor or gas, a talent that **Odo** has yet to master.

★ Leader

The female Changeling directs the **Dominion's** war effort.

★ Natural state

The **Founders** resemble a gelatinous mass in their natural form.



★ Immense being

The **Bandi** force a spaceborne shape-changing life form to become **Farpoint** station.

SHAPE AND FORM



★ Altered appearance

The **M-113 salt vampire** is just one of the many life forms throughout the Galaxy that can assume the physical appearance of other beings.

OTHER CARDS IN THIS FILE...

- 2 MARTIA
- 3 ANYA
- 4 LAAS
- 4A THE FOUNDER LEADER

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STAR TREK: VI: THE UNDISCOVERED COUNTRY...File 77

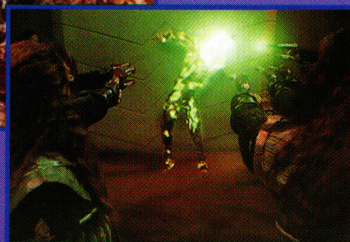


Shapeshifters



★ Changes

*The shape-changing **Excalbians** can alter their forms at the molecular level in order to assume other shapes and forms.*



★ Preying on the weak

*The **Devidians** take the form of a well dressed high society couple as they stalk the streets of San Francisco.*

shapeshifting species are secretive about themselves, and fear close contact with monoform beings. For those races who exist in single form, shapeshifters represent a fearful proposition – that of a creature that can duplicate the identity or appearance of anyone and anything. As such, shapeshifters are, whether fairly or not, largely distrusted by other races. Some of these shape-changing creatures avoid contact with outsiders, but others use their abilities to gain by impersonation, stealth, and espionage. A shapeshifter makes the best secret agent, the best thief, and quite often the best assassin.

Throughout the Galaxy, several non-sentient life forms with shapeshifting characteristics have been discovered, proving that the ability is not dependent on high levels of intelligence. These creatures typically use their abilities to hunt for prey or to hide themselves from predators, as with the color-changing chameleons of Earth. Some, such as the creature encountered on planet **L-S VI** in the Gamma Quadrant by a **Bajoran science probe** on **Stardate 47391**, and the coalescent organism that appears on **Starfleet Relay Station 47** in 2369, are combinations of microscopic life forms. Others are much larger

animals, such as the jellyfish-like being that takes on the form of **Farpoint Station** on the planet **Deneb IV** in 2364.

For the most part, however, shapeshifters are sentient beings with developed civilizations. As far back as the early 23rd century, shape-changing beings are known to **Federation** citizens and **Starfleet** crews. The secretive and cautious beings of planet **Antos IV** have long understood the process of changing one's form through a process known as **cellular metamorphosis**. This process is not exclusive to the native populace, however, and can be taught to humans. In the 2260's, former **Starfleet** officer **Captain Garth** learns the skill, and later uses it in an attempt to take over the asylum on **Elba II**.

Benevolent shape-changers

A peaceful and benevolent race, the **Antosians** are members of the **United Federation of Planets**, and, as such, a comparative rarity in Galactic affairs; the **allasomorph** shapeshifter species of the planet **Daled IV** also have a relatively friendly relationship with the Federation, but have not yet sought membership of the UFP.

Sadly, most of the shapeshifters encountered in our Galaxy have less than benign intent. During the voyages of the **U.S.S. Enterprise NCC-1701** in the mid-2260's, commanding officer **Captain James T. Kirk** and his crew encounter shape-changing creatures on several occasions, but most notable are their conflicts with the **Excalbians** and the **Kelvans**. Natives of the planet **Excalbia**, the former appear as living rocks in their natural form, but alter their molecular structure

"How do humans manage to exist in these fragile casings?"

— **Rojan**, the **Kelvan** expedition leader

★ Humanoid failings

*The **Kelvans** assume human form to help them capture the **U.S.S. ENTERPRISE NCC-1701**. Their unfamiliarity with the human body leads to their downfall.*

★ Infiltrator

*A **Changeling infiltrator** takes the place of **Klingon General Martok** until it is exposed in 2373.*



to reshape themselves; in 2269, the **Excalbians** abduct **Captain Kirk** and his first officer, **Spock**, in order to conduct an experiment into humanoid ethics and values.

Radical transformation

By contrast, the **Kelvans** encountered in 2268 are tentacled beings with limited emotional abilities from the **Andromeda Galaxy**; fleeing from increasing radiation levels in their Galaxy, the **Kelvans** adopt human form in order to capture the **Enterprise**. **Kirk** later offers the **Kelvans** a peaceful solution, and a chance to start a colony in Federation space.

By the late 2360's, the Galaxy comes under threat once more from dangerous shapeshifting life forms. First, in 2368, the beings native to **Devidia II** embark on an invasion across time to Earth's past, using their shape-changing abilities to infiltrate 19th-century San Francisco and harvest large

amounts of **neural energy** from dying humans. By 2371, the **Alpha Quadrant** faces its greatest threat since the **Borg** invasion, when the shapeshifting **Founders** of the **Dominion** begin to emerge from their Gamma Quadrant base, via the **Bajoran wormhole**. Also known as **Changelings**, the **Founders** use their **Jem'Hadar** shock troops, **Vorta** minions, and their own shape-changing agents to attack Galactic powers such as the Federation, the **Klingon Empire**, and the **Cardassian Union**, leading into a full-fledged conflict that continues until 2375.

With the unique abilities of shapeshifters, it seems that singular life forms will always hold a degree of suspicion toward them, and yet perhaps the first true bonding between the two types of being has already occurred – between the **Changeling Odo** and his humanoid friends aboard space station **Deep Space Nine**.

CHANGING FACE OF EVIL

Chameloid traitor

*During the imprisonment of **Captain James T. Kirk** and **Dr. Leonard McCoy** on the penal asteroid **Rura Penthe** in 2293, **Kirk** comes into contact with a **chameloid** known as **Martia**. This life form had previously only been rumored to exist, but **Martia** proves her skills by changing from a muscular alien to a young human girl in an instant. She tries to lead **Kirk** and **McCoy** to their deaths in return for her freedom from the prison – mimicking **Kirk's** form in the process – but is killed by her treacherous **Klingon** allies.*

▶ A pleasing form

***Martia** assumes the form of an attractive humanoid female in order to win the trust of **Kirk** and **McCoy** on **Rura Penthe**.*



Weyoun: Part 2

The calculating **Weyoun** vigorously pursues his service of the **Founders** throughout the **Dominion war** and across a number of lives.

Weyoun is a typical **Vorta** in many ways: cunning, savvy, and smug. Like all of his people, he is obsequious around the **Founders**, deferential to powerful allies while being dismissive of those he regards as inferior, and by turns ruthless and ingratiating when dealing with enemies. He also shares the Vorta characteristics of keen hearing, poor eyesight, and a limited sense of taste.

Unique individual

Weyoun is very much an individual as well – insofar as a cloned race can contain individuals. His particular idiosyncrasies include a fascination with interspecies mating rituals and an interest in bric-a-brac such as old shoes, bits of string, power cells, pictures

frames, and chair legs. He indulges the latter interest while in command of the occupation force aboard station **Terok Nor** – otherwise known as **Deep Space Nine** – in 2374.

For the three months during which the **Dominion** controls the station, Weyoun is continually cast as peacemaker between **Major Kira Nerys** and **Gul Dukat**. He tempers Dukat's excesses, and does his best to placate the major by granting small requests, such as reinstating the station's **Bajoran** security force. He claims to want everyone to get along, and appears genuinely happy when Bajoran nationals return to the station.

Weyoun is a politician; he sees the mileage that can be gained from sometimes exercising a gentle hand. He is a resolute advocate of the **Dominion**, but his mind is not closed; he tells young

journalist **Jake Sisko** that he will consider endorsing his news reports if he provides a more balanced perspective on the war.

Dealing with Dukat

The Vorta's relationship with Dukat is at best a tolerant one. He views him as a petty egotist who fails to see the big picture, and provides a check to Dukat's brash claims that the war with the **Federation** will quickly be won. In contrast

to the **Cardassian**, Weyoun only celebrates successes after they happen.

Following the concerted attack on **Terok Nor** by a combined **Federation-Klingon** fleet, Weyoun is the first to realize the **Dominion** has lost this battle. After evacuating the station, he becomes the chief **Dominion** liaison officer to the **Cardassian** government. He spends much of his time at the **Central Command** on

Cardassia, monitoring the progress of the war and complimenting or berating Dukat's replacement, **Damar**, accordingly.

Weyoun is even more condescending with Damar than he is with Dukat. Whereas he felt Dukat was a self-important but reasonably intelligent leader, he has no time for Damar's constant drinking and sexual liaisons. He treats him as a fool – an indiscretion that probably

PROFILE ON A VORTA

NAME: Weyoun

LIFE FORM: Vorta Male [deceased]

POSITION: Chief **Dominion** liaison officer to the **Cardassian** government.

REMARKS: The **Founders** reward the Vorta's loyalty by creating a number of Weyoun clones, each of them brought to life when their predecessor's service comes to an end.

LAST SEEN: 'What You Leave Behind' [DS9]



▲ *Weyoun is a loyal servant of the **Dominion**, and will defend their interests whenever possible. During the **Dominion war** he is stationed on **Cardassia Prime** along with the female **Changeling**, and he does his utmost to ensure that she is pleased with his efforts.*

DOMINION DIPLOMAT



★ Dislike

*Weyoun makes no attempt to hide his dislike of Gul Dukat, although he recognizes that the **Cardassian** is a formidable strategist, and should not be lightly dismissed.*

★ Charm offensive

*Weyoun does his best to appease Major Kira when the **Dominion** take control of station **DEEP SPACE NINE** in late 2373.*



★ Fool

*Weyoun takes every opportunity to belittle Damar, allowing him little influence over the war with the **Federation**.*

★ Censor

Weyoun refuses to transmit Jake's reports on the war until the young journalist submits a more 'objective' view.



Weyoun: Part 2



★ New ally

Weyoun views the Breen as a vital part of the Dominion's ongoing war effort as the conflict draws to a close in 2375.

contributes to the Cardassian's eventual betrayal of the Dominion.

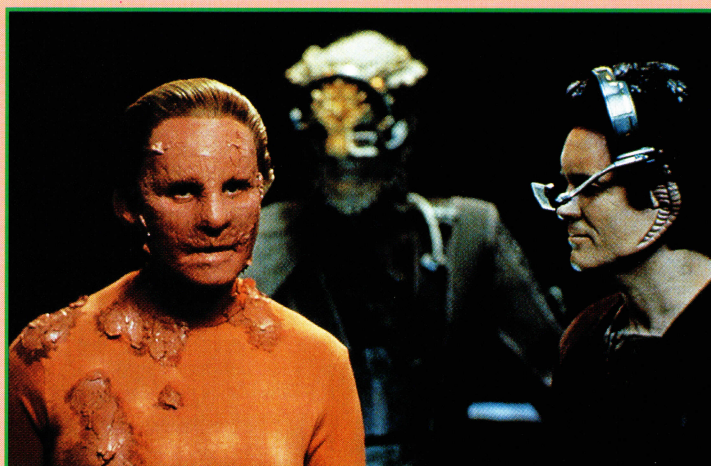
Weyoun has an apparently sincere regard for a number of his opponents, however, often granting them greater respect than his allies. He seems genuinely pleased to learn that **Captain Benjamin Sisko** has been made an adjutant to **Admiral Bill Ross**, and professes to having a high regard for **Jadzia Dax**. He takes a keen interest in the affairs of the Federation-Klingon-Romulan alliance, and is delighted to learn of the Romulan/Bajoran stalemate over the installation of weapons on **Derna**, one of **Bajor's** moons.

The pleasures of war

Weyoun displays ambition at times, even though he believes that too much imagination can be dangerous. He appears taken with the idea that all Federation territory, including Earth, will fall under his jurisdiction when the war is won. He is delighted when the **Breen** ally themselves with the Dominion, and can barely contain his glee at their daring attack on **Starfleet Command**, and the decimation of an allied task force by the Breen's energy-draining weapon.

Weyoun is typically in awe of the Founders, but he becomes increasingly apprehensive around the female shapeshifter directing operations in the **Alpha Quadrant**, and as the war becomes ever more protracted his excuses start to fall on deaf ears. On one occasion, the Changeling assures him that if the Dominion's cloning facilities were still operational, he would be eliminated and replaced immediately.

Despite this unsettling admission, the Founder confides in Weyoun that the **Great Link** has been infected by a debilitating illness. He is the first to notice her weakened state, and she places him in control of the research program to find a cure. He is clearly



"Overconfident. The hallmark of the Weyouns."

— Damar, just after the seventh Weyoun clone is killed by Worf.

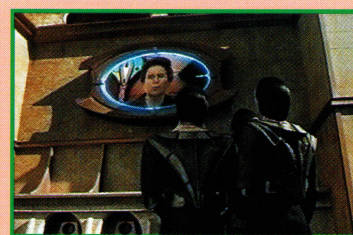
overwhelmed when the Founder later reveals he is the only 'solid' she has ever trusted.

In command

Following Damar's betrayal of the Dominion, Weyoun assumes direct responsibility for Cardassia. He makes regular broadcasts to the populace, imparting such details as the destruction of Damar's fledgling

resistance cell, and the later news that **Lakarian City** has been razed to the ground in response to the spate of sedition and sabotage that the former leader's brave actions inspire.

Weyoun is completely ruthless in following the Founders' orders. He takes personal control of the interrogation of community leaders, and coldly states that if ordinary



★ Taking over

After Damar rebels against the Dominion, Weyoun takes control of all Cardassian affairs.

★ Loyal to the last

Weyoun is heartened to hear that he is the only 'solid' the female Changeling has ever trusted.

Cardassian citizens are responsible for acts of terrorism, the public as a whole should be punished. He begins the systematic extermination of the Cardassian people as the Dominion's defeat draws near.

Shortly after, Weyoun is taken prisoner by a small guerrilla unit headed by Colonel Kira. One misjudged comment gives the incensed Cardassian **Garak** an excuse to open fire, and the final Weyoun perishes because of his smart tongue.

WEYOUN PRODUCTION LINE

Clone by numbers

Weyoun dies a number of times during the Dominion war, and on each occasion is replaced by a clone. The long-serving Weyoun 5 is killed in a suspicious transporter accident in early 2375, and is destined to be remembered for his patriotic service to the Founders.

Weyoun 6 takes over, but is soon found to be 'defective.' From the moment he is activated, he feels that the Founders' obsession with conquering the Alpha Quadrant is misguided. He is torn between the feelings he experiences and the dictates of gods he still worships, but quickly realizes that defection is the only option. He places himself in the custody of **Deep Space Nine's** Chief of Security Odo.

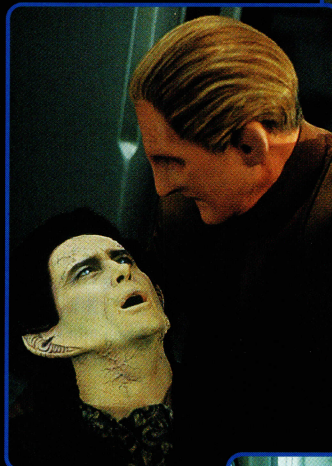
Weyoun 7 takes his place on Cardassia – an unusual occurrence, as a clone is not normally activated prior to the destruction of its predecessor. He views Weyoun 6 as a disgrace to all Vorta, and urges him to activate the termination implant in his brain. Weyoun 6 eventually does so, rather than place Odo in danger.

Weyoun 7 is killed later the same year by Worf, who is held captive with Ezri Dax in a Cardassian holding cell. The Vorta's fatal flaw is once again his smug overconfidence, and the Klingon breaks his neck for his trouble, much to Damar's amusement. Weyoun 8, destined to be the final clone, is introduced shortly after.



◀ To die four

Weyoun 4 is killed by his own Jem'Hadar soldiers when he dares to question their loyalty to the Founders.



▲ Instant death

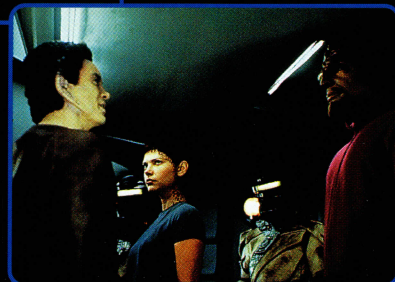
Weyoun 6 commits suicide by activating his termination implant.

◀ Defective

The 'defective' Weyoun 6 dies in Odo's arms after the Vorta clone flees the Dominion in 2375.

▶ Over-confident

Weyoun 7 meets the captured Worf in 2375. The Klingon officer does not hesitate to kill the Vorta clone when Damar gives him the chance.



Tricorder: 2280's

Part 2 The constant design evolution of the Starfleet tricorder in the 2280's results in a compact version more akin to the unit used during the 2260's. This device proves to be a valuable tool in the investigation of the Genesis Planet in 2285.

There are certain environmental conditions which prevent the powerful ship-mounted scanners of Starfleet vessels from gathering accurate data or information on a phenomenon, such as the occurrence of an unknown life form on the **Genesis Planet**, under surveillance by the **U.S.S. Grissom NCC-638** in 2285. Deeming the planet fit for a landing party to visit it, **Dr. David Marcus** and **Lt. Saavik** equip themselves with hand phasers and the second variation of Starfleet **tricorder** available, in order to carry out a close-range investigation of the readings. The tricorder used by Dr. Marcus is much closer in design to the units used by Starfleet personnel during the 2260's and the more advanced and updated models of 2271. It follows the design philosophy of a relatively small and compact single-handed portable console, rather than the pistol-grip variation used aboard the **U.S.S. Reliant NCC-1864** earlier that year.

Functional design

Possessing similar functions to its bulkier contemporary, the **Grissom**-issue tricorder is relatively elegant in its simple design, although much larger than the 'clamshell' tricorder used by Starfleet over 80 years later. Incorporating highly advanced scanning systems, the **Grissom** tricorder dispenses with an obvious 'snout', and instead relies on an integrated circular scanning collar which is built into the front of the tricorder's main protective casing.

Sophisticated sensor

This design dispenses with the need to sweep the unit in front of the user, and gives a much broader scanning field. The cross section of the analyzed area can be refined and narrowed if required by operating a series of control buttons situated on the front and back of the robust unit. Constructed from a smooth, dark-gray colored toughened material, the tricorder is lightweight and easy to handle. In common with the **Reliant**-issue design, it also features a removable shoulder strap which attaches to the left and right sides of the upper outer casing, allowing it to be carried while leaving the user's hands free for other tasks.

The tricorder is around seven centimeters thick and 15 centimeters wide, allowing ease of handling when readings are being taken from an object or phenomenon. The front of the unit

The upper section of the tricorder houses a small display screen. This section of the unit recesses into the main body of the tricorder when it is not in use.

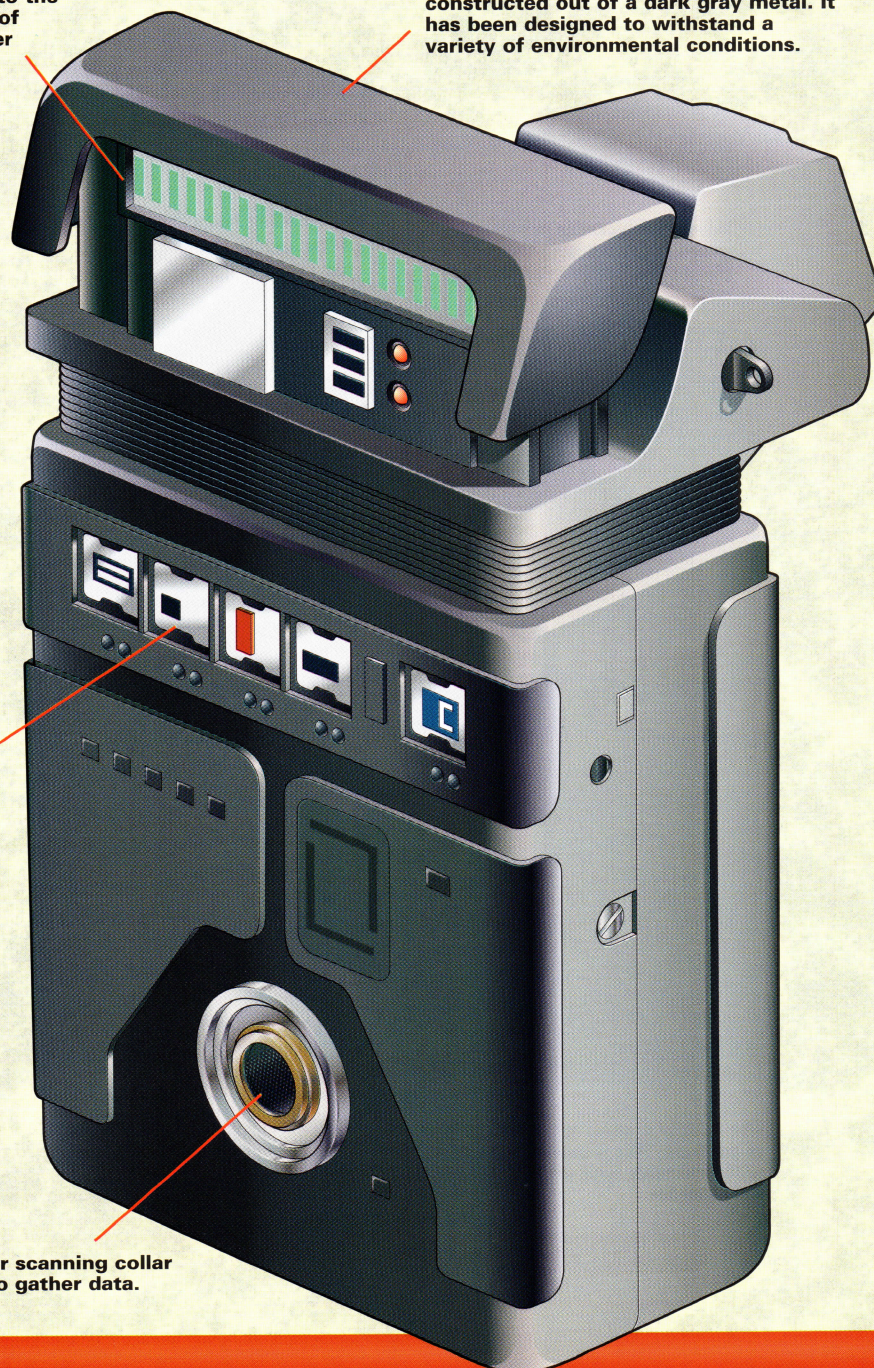
A series of control buttons are mounted on the front of the tricorder. These are situated within easy reach of the operator's fingers as they hold the device.

A circular scanning collar is used to gather data.



Dr. David Marcus and Lt. Saavik are both equipped with tricorders when they beam down to the Genesis Planet in 2285. The handheld devices are needed to investigate the planet's development.

The Starfleet tricorder in use in 2285 is constructed out of a dark gray metal. It has been designed to withstand a variety of environmental conditions.



Tricorder: 2280's



▶ **The tricorder is able to detect metallic compounds on the surface of Genesis. This leads Dr. Marcus and Saavik to the photon torpedo that was used as Captain Spock's coffin.**

▶ **Intense environmental conditions do not adversely affect the functions of the tricorder. It is even able to track the lifesigns of the regenerated Spock through a severe snow storm, allowing the young Vulcan to be safely located.**



consists of a number of control buttons arranged above the main scanning area, which is flanked by two unequally-sized indented panels. Directly above the five control buttons is a black, ribbed connecting collar which contains the internal scanning equipment. This is housed inside the body of the main casing until active scans are required.

is pointed in the direction of the required scan. Once the unit is activated its total length grows to approximately 25 centimeters. Pushing the upper scanning unit back into the main body deactivates the tricorder.

Audio alert

In common with the *Reliant*-issue tricorder, the *Grissom*-issue unit also has an audible indicator system built into it. It uses a double 'echo-style' sound which increases in pitch and frequency as the target object is approached, and can also sound an alert if required. The tricorder is extremely flexible, invaluable during away missions, and can be used to home in on even relatively weak energy signatures. It is also able to provide vital information on any potentially hostile multiple targets who may approach the operator's position.

Tricorder operation

Once this narrower upper section has been pulled upward out of the casing and locked into place, a green rectangle illuminates at the front of the protruding section, along with two vertically-arranged blue and red lights which flash in sequence when the tricorder is active. The rear of this pop-up section houses the main information screen, which is read by the operative while the tricorder

TRICORDER: MODEL 2

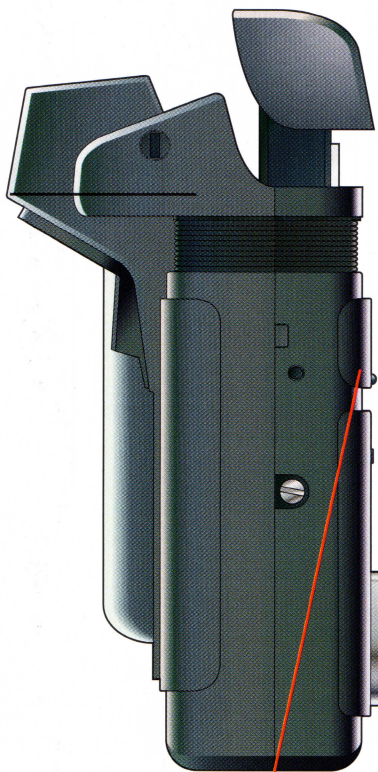
When the tricorder is activated, a green strip spanning the width of the pull-up section illuminates.



The middle section of the unit is kept free of controls. This provides the operator with a suitable spot where they can hold the tricorder.

FRONT VIEW

1 Scanning The tricorder is operated by facing the unit in the general direction of the object or life form which is the desired target of the scan.



The control panel on the front of the tricorder is raised slightly, allowing the user to feel the position of the buttons.

TOP VIEW

Provision is made for a shoulder strap to be attached to the tricorder. Two holes are located on either side of the unit, onto which the strap can be clipped.



2 Multifunctional The tricorder is designed to detect anything from atmospheric conditions and lifesigns to anomalous objects.

REAR VIEW

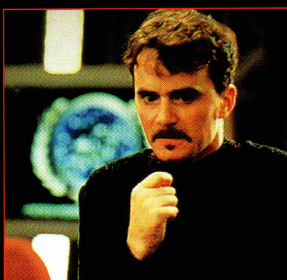


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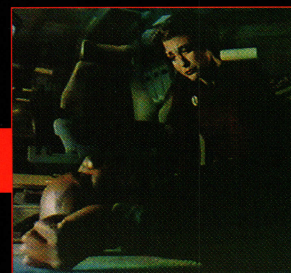
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'STARSHIP DOWN'

FILE 70 CARD 74

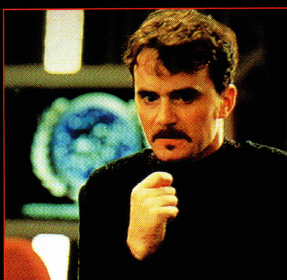


The crew of the **U.S.S. Defiant NX-74205** travel to a meeting with **Karemma** representative **Hanok**, so that they can iron out problems in a trade agreement. All goes well until the **Jem'Hadar** also show up and badly damage the **Defiant**.



'STATISTICAL PROBABILITIES'

FILE 70 CARD 127



Dr. Julian Bashir identifies with the plight of four new patients who have been damaged by genetic enhancement. When Bashir encourages **Jack**, **Lauren**, **Patrick**, and **Sarina Douglas** to use their extraordinary minds to analyze the **Dominion** war, the quartet come to the alarming conclusion that the **Federation** is doomed.



'THE STORYTELLER'

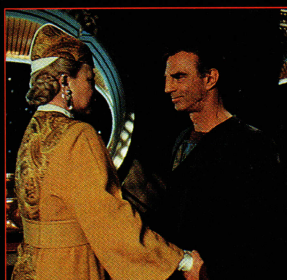
FILE 70 CARD 13



Dr. Bashir and **Miles O'Brien** travel to a **Bajoran** village where the **Sirah**, or Storyteller, lies close to death. The chief is persuaded to temporarily become the new **Sirah**, so that he can inspire the villagers to drive away the evil **Dal'Rok** entity.

'STRANGE BEDFELLOWS'

FILE 70 CARD 163



Dukat, disguised as **Bajoran** farmer **Anjohl Tennan**, convinces spiritual leader **Kai Winn** to aid in the **Restoration** of the evil **Pah-wraiths**. **Worf** and **Ezri Dax**, meanwhile, face execution by the **Dominion**, but are rescued at the last minute by a most unlikely new ally.



'THE SWORD OF KAHLESS'

FILE 70 CARD 75



Worf and **Jadzia Dax** join **Kor** on a hunt for the legendary lost **Sword of Kahless**. The trio manage to locate the weapon on a **Hur'q** planet in the **Gamma Quadrant**, only to discover that **Toral**, illegitimate son of **Duras**, has followed their trail.

'TACKING INTO THE WIND'

FILE 70 CARD 166

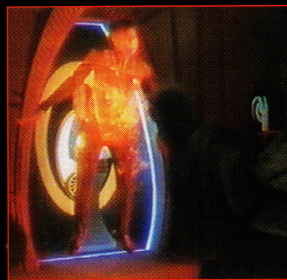


The Changeling disease engineered by **Section 31** continues to affect **Chief of Security Odo**, much to the consternation of **Kira Nerys**. The colonel also hatches a daring plan to steal a **Breen** energy disruptor weapon, so that the **Federation Alliance** will have a fighting chance against the **Dominion**.



'TAKE ME OUT TO THE HOLOSUITE'

FILE 70 CARD 148



Captain Benjamin Sisko renews his old rivalry with the **Vulcan Solok** when the two **Starfleet** officers agree to stage a baseball match between their respective crews in a **Deep Space Nine** holosuite.

'TEARS OF THE PROPHETS'

FILE 70 CARD 144

The **Federation Alliance** launches an attack on the **Dominion**-held **Chin'toka** system; **Captain Benjamin Sisko** ignores a dire warning from the **Prophets** and takes part in the offensive. At the same time, a **Pah-wraith** possessed **Dukat** returns to **Deep Space Nine** as part of his plan to close the **Bajoran** wormhole. When the **Cardassian** kills **Lt. Commander Jadzia Dax**, Sisko begins to question his **Starfleet** vocation.





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'THINGS PAST'

FILE 70

CARD 100

When **Captain Benjamin Sisko**, **Lt. Jadzia Dax**, **Chief of Security Odo**, and the **Cardassian Garak** return to station **Deep Space Nine** from a conference, they are all suddenly plunged into a coma. The quartet then find themselves living the lives of **Bajoran** slaves on the Cardassian-run **Terok Nor**.



'THROUGH THE LOOKING GLASS'

FILE 70

CARD 60



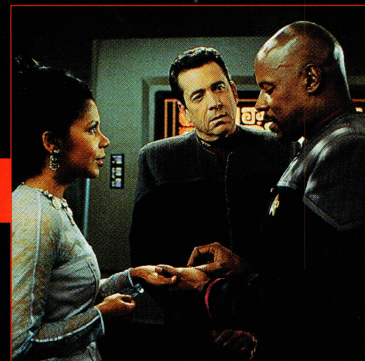
Commander Benjamin Sisko is brought back to the **mirror universe** by **'Smiley' O'Brien**, so that he can convince the alternate **Jennifer Sisko** not to develop a sensor array that will help the **Alliance** to defeat the **Terran** rebels.

'TIES OF BLOOD AND WATER'

FILE 70

CARD 111

Major Kira Nerys is reunited with **Legate Tekeny Ghemor** on station **Deep Space Nine**. The **Cardassian** has contracted the fatal **Yarim Fel syndrome**, and he asks Kira to help him observe his people's tradition of **shri-tal**, where the dying pass on their secrets to their friends and family.



'TIL DEATH DO US PART'

FILE 70

CARD 162



Captain Benjamin Sisko ignores the advice of the **Prophets** and goes ahead with his wedding to **Kasidy Yates** on station **Deep Space Nine**. At the same time, **Worf** and **Ezri Dax** are subjected to a brutal interrogation aboard a **Breen** ship, during which Worf learns of Ezri's love for **Dr. Julian Bashir**.

'A TIME TO STAND'

FILE 70

CARD 119

Three months into the **Dominion** occupation of station **Deep Space Nine**, **Captain Benjamin Sisko** is given command of the **Jem'Hadar** vessel he captured in 2373 and instructed to destroy the Dominion's main **ketracel white** factory, housed on an asteroid deep in enemy territory.



'TIME'S ORPHAN'

FILE 70

CARD 142



The **O'Briens** enjoy a rare family picnic on the lush **Class-M** planet **Golana**. During their visit, eight-year-old **Molly O'Brien** falls through an ancient time portal that deposits her in Golana's past. When the 18-year-old Molly is finally brought out of the portal, she finds it impossible to adjust to human society.

'TO THE DEATH'

FILE 70

CARD 89

Captain Benjamin Sisko and the crew of the **U.S.S. Defiant NX-74205** agree to help the **Jem'Hadar** when they learn that another, renegade group of **Jem'Hadar** soldiers has recently acquired an **Iconian gateway** that will help them to conquer both the **Alpha** and **Gamma Quadrants**.



'TREACHERY, FAITH, AND THE GREAT RIVER'

FILE 70

CARD 150

During a routine mission to **Cardassia**, **Chief of Security Odo** is asked to give **Weyoun**, the **Dominion's** normally loyal **Vorta** representative, sanctuary in the **Federation**. This version of the Weyoun clone believes that the Dominion's war-mongering is wrong, and convinces Odo of his sincerity when their **Runabout** is pursued by a fleet of **Jem'Hadar Attack Ships**. On **Deep Space Nine**, meanwhile, **Ensign Nog** embarks on a series of trade agreements on behalf of **Chief O'Brien**.